

**THE OLD
VINYL FACTORY**

**Assembly Buildings
Design and Access Statement**

22nd March 2018

WOODS
BAGOT

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01 Introduction

1.1 Introduction Executive Summary

Executive Summary

A Central Piece of the Puzzle

The Assembly Buildings represents the largest residential plot within The Old Vinyl Factory (TOVF) Masterplan. It is the only site within TOVF with buildings on all four sides of its context and is situated right in the centre of the scheme. This presents a unique opportunity to stitch the entire masterplan together both physically and figuratively, strengthening the successes of it's overall vision.

As Lead Designers, Woods Bagot understand the responsibility to be true to this vision and the gravitas that it's narrative has provided. TOVF is a landmark precedent for outer London boroughs and we have designed the Assembly Buildings to build on this message that engaging masterplans, good quality living and public realm are indeed achievable with collaboration and commitment.

We are inspired from our involvement in this project and believe the great project team in conjunction with the London Borough of Hillingdon will deliver outstanding benefits to those living, working, visiting and neighbouring the site.

Assembly's Kit of Parts

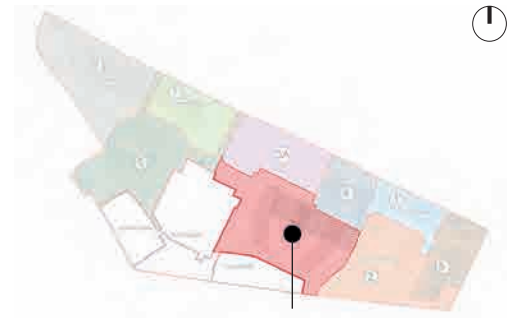
This Design and Access Statement encompasses the Reserved Matters Application for Phase 3b the Assembly Buildings in The Old Vinyl Factory Masterplan. In addition to this document, concurrently being submitted are:

- Material details
- Detailed Landscape proposal

A Non-Material Amendment (NMA) application has been submitted to allow small scale changes to be made to the approved Parameter Plans. The proposed changes are described in Section 2.4 of this Design and Access Statement and set out with the following:

- Revised Parameter Plans
- Revised Development Specification

Separate applications have also been submitted to discharge pre-commencement Planning Conditions for the Assembly Buildings. Context to TOVF Masterplan and previous phases are described in Section 2.2 Wider Context. This explains how the proposed Assembly Building will complement its existing surroundings in view of the buildings and landscape that form part of the site. These other phases do not form part of this application but are important to the design context and success of the Masterplan.



Masterplan phases and the Assembly Buildings Phase 3b

1.2 Introduction Project Team

Client	Purplexed LLP
Architect	Woods Bagot
Planning Consultant	Lichfields
Project Management	Beadmans
Quantity Surveyor	Beadmans
Landscape Architect	Studio Egret West
Services Engineering	MTT Ltd
Sustainability Consultant	MTT Ltd
Structural Engineering	Alan Baxter Ltd
Traffic Consultant	Alan Baxter Ltd
Fire Consultant	Buro Happold Ltd
Access Consultant	Buro Happold Ltd
Daylight Consultant	GL Hearn
Acoustic Consultant	Hann Tucker
Principal Designer	Faithful & Gould
Building Control	MLM



02 The Masterplan

2.1

The Masterplan Vision



2.1 The Masterplan Vision



Vision

The Old Vinyl Factory (TOVF) is an outline masterplan scheme by Studio Egret West consented in 2013. First and foremost, it aims to create a high quality, mixed-use community which breathes new life into an historically significant setting in Hillingdon, London.

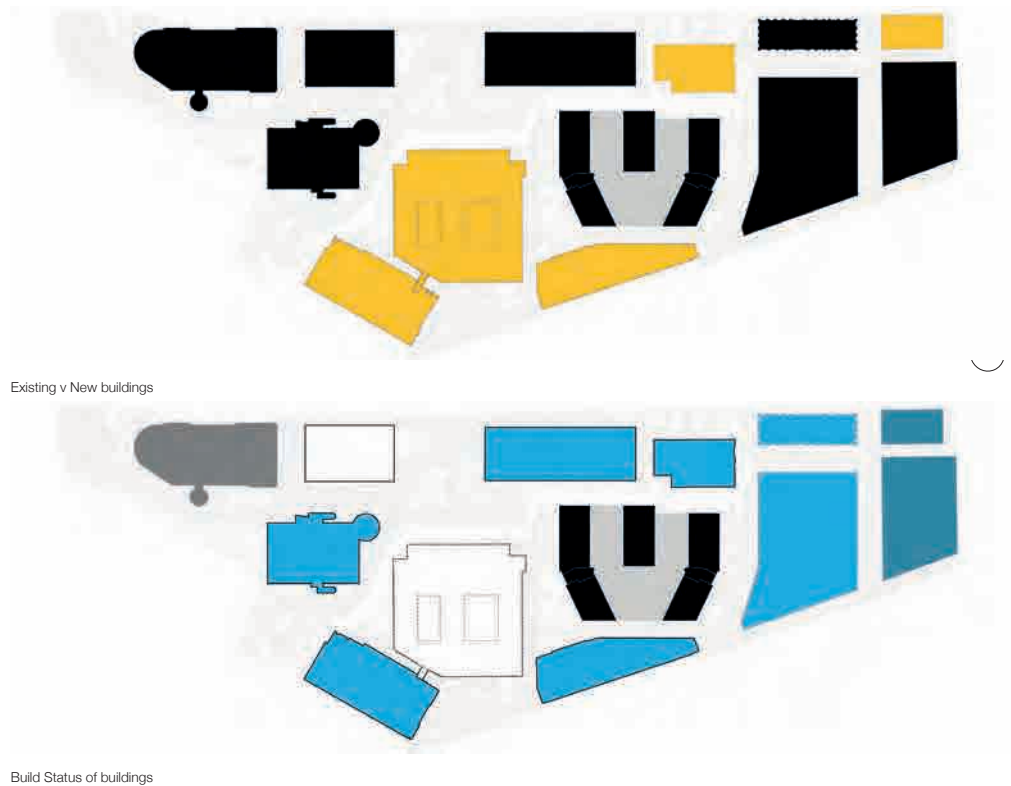
Pedestrian focused and accessible, it prioritises placemaking and public realm to tell a story which celebrates the cultural and industrial heritage of TOVF itself. By respecting and rejuvenating a number of existing buildings alongside an injection of new buildings it creates a joy and character unique to this place.

2.2 The Masterplan Wider Context

Wider Context

An actively evolving site provides a dynamic backdrop for the Assembly Building. Shown here is a broad overview of the various existing and new buildings and their current status at the time of this planning submission.

- existing buildings
- new buildings
- plot undeveloped
- building submitted for planning
- planning consented
- building under construction
- building completed



2.2 The Masterplan Wider Context



Powerhouse Building



Gatefold Building, completed



The Record Store, as refurbished



Boilerhouse, nearing completion



Cabinet Building



Material Store, nearing completion

2.3 The Masterplan Design Principles

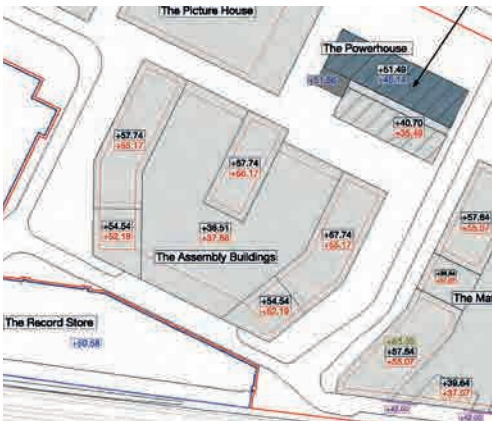
Design Principles

The main masterplan principles set by Studio Egret West which have guided the design development of Assembly Building, in no particular order are:

1. Restoring the setting of the masterplan
2. Fusion of old & new
3. Framing the Record Store
4. Creating special moments, 'heads & shoulders'
5. Rich and varied, pedestrian dominated Groove
6. Simple warehouse language, 'light, quiet'
7. Assembly as 'background' buildings

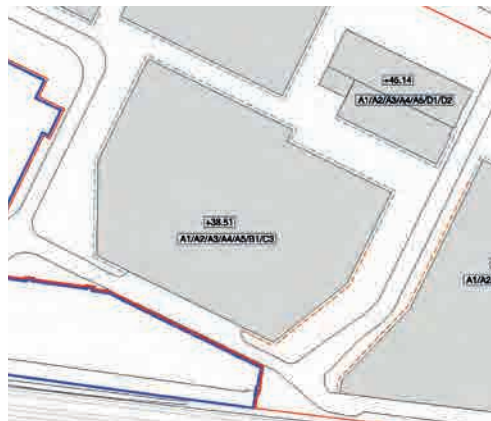


2.4 The Masterplan Relevant Parameters



Parameter Plan 04: Proposed Minimum and Maximum Plot Extents & Heights

The proposed scheme complies with the parameters for minimum and maximum plot extents. The finish roof levels (+38.51 at podium Level 02, +54.11 at roof level 07, and +57.74 at roof Level 08) also comply with the maximum plot heights. The only exceptions are the parapets and lift & stair overruns, which is permitted by the consented outline masterplan.



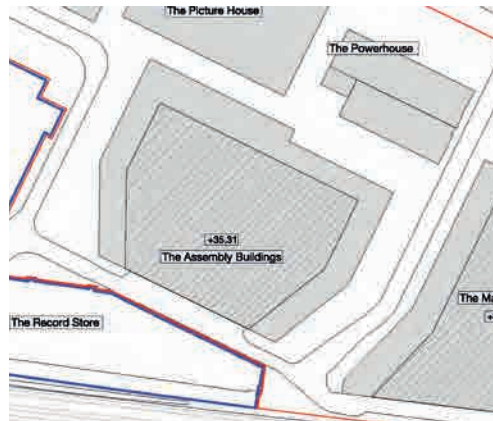
Parameter Plan 05: Proposed Lower Level Uses

The proposed scheme complies with the proposed lower level uses. The Assembly Buildings provide flexibility at ground within the A-class units (i.e. they can be A1, 2, 3, 4 or 5) with C3 residential lobbies only (i.e. no apartment accommodation at ground level). A small amount of C3 occurs at Level 01 in the form of 4no. proposed apartments.



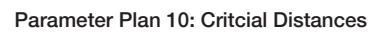
Parameter Plan 06: Proposed Upper Level Uses

The proposed scheme complies with the proposed upper level uses, which are solely C3 residential.



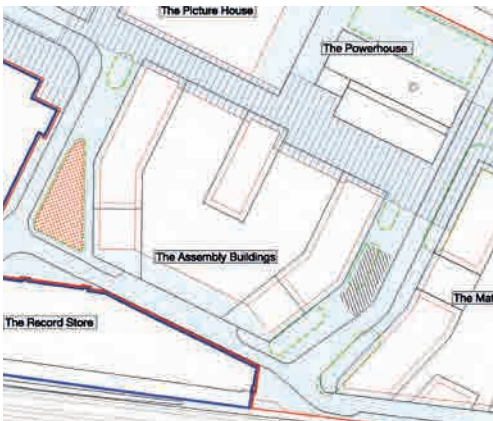
Parameter Plan 08: Proposed Enclosed Carpark Extent at Ground Level

As per the parameter plan, the proposed carpark is entirely enclosed within the plot. The only elevation onto this carpark is the south elevation, in line with the parameter.



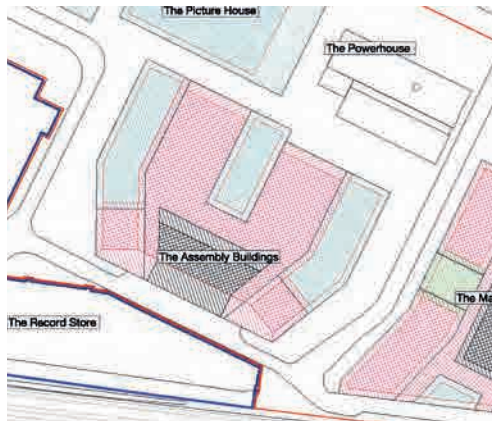
Through the design process we have proposed slightly wider blocks and therefore a reduction in facing distances from the original parameter above. This is explained in more detail in Sections 3.4 and 3.7. The proposed change to this parameter has been submitted in separate documentation.

2.4 The Masterplan Relevant Parameters



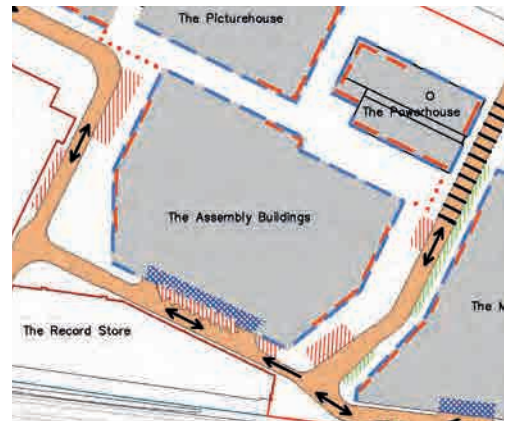
Parameter Plan 12: Proposed Ground Level Landscape and Open Space Plan

Parameter Plan 12 indicates the key areas of landscape and open space including public squares, the groove, areas of play and areas of tree planting. The design of the ground floor landscape around the Assembly Buildings is within the parameters indicated on parameter plan 12.



Parameter Plan 13: Proposed Upper Level Landscape and Open Space Plan

Parameter Plan 13 indicates the minimum and maximum extent of residential communal open space, play areas and green roofs at podium and roof level. The design of the Assembly Buildings podium and roof garden landscape is within the parameters indicated on parameter plan 13.



Parameter Plan 15: Access, Circulation and Streets

Parameter Plan 14 indicates the vehicular access, circulation and parking within the Old Vinyl Factory site. The design of the ground level streets and landscape around the Assembly Buildings is within the parameters indicated on parameter plan 15.

3.1 Assembly Buildings Plot The Brief



Cabinet Building

UTC Global Academy

Assembly
Buildings Site

Powerhouse

Boilerhouse

Material Store



3.1

Assembly Buildings Plot The Brief

Design Brief

The Assembly Buildings' design team's challenge in short has been to meet the masterplan's key design principles and manifest its vision whilst maximising the value. This included rationalizing massing & cores, layout and structural efficiency. Overall the sustainability targets are to meet Code for Sustainable Homes Level 4 and for the commercial units BREEAM Very Good.

In line with the consented masterplan this site will deliver 26 shared ownership units and 155 private residential units with shared cores and entrances.

Complying with parameters and meeting the parking requirements with no basement was a particular challenge. Consideration of the perimeter belt service trench and restricted access for construction were also important considerations in the design.

With such a strong backdrop in the site's history and masterplan vision, the Assembly Buildings aims to amplify four Key Objectives as set out here.

Key Objectives

Create high quality housing

Generous layouts allowing flexible furniture settings, long lasting materials and generous glazing were essential considerations. A central core and efficient block plan were also key to allow budget to be spent on finishes and amenity spaces.

Prioritise placemaking and sense of community

A sense of "in the village", with mixed use and a retail offer, to create a real neighbourhood feel were to be prioritised. It was desirable to encourage interaction, in a safe, inclusive environment.

Instill the cultural historic narrative into the design

The masterplan guided us to link cultural references, memory, shape/colour/texture, and a degree of boldness within the design.

Adhere to robust, effective sustainable principles

The masterplan established solid sustainable principles through its location near to transport and focus on pedestrianised context. The buildings' focus on low energy, resilient design solutions whilst focusing on well being and embodied carbon. The scheme is to achieve BREEAM Very Good for the retail component and Code for Sustainable Homes Level 4 for the residential units.

3.2 Assembly Buildings Plot The Setting



Existing TOVF Material Palette



Boilerhouse metal tiles



Powerhouse faience tiles



Powerhouse tower



Record Store facade



Cabinet Building facade



Boilerhouse corrugated metal



Boilerhouse brick cladding



Powerhouse extruded metal



Material Store brick

3.2 Assembly Buildings Plot The Setting

Planning Application Boundary



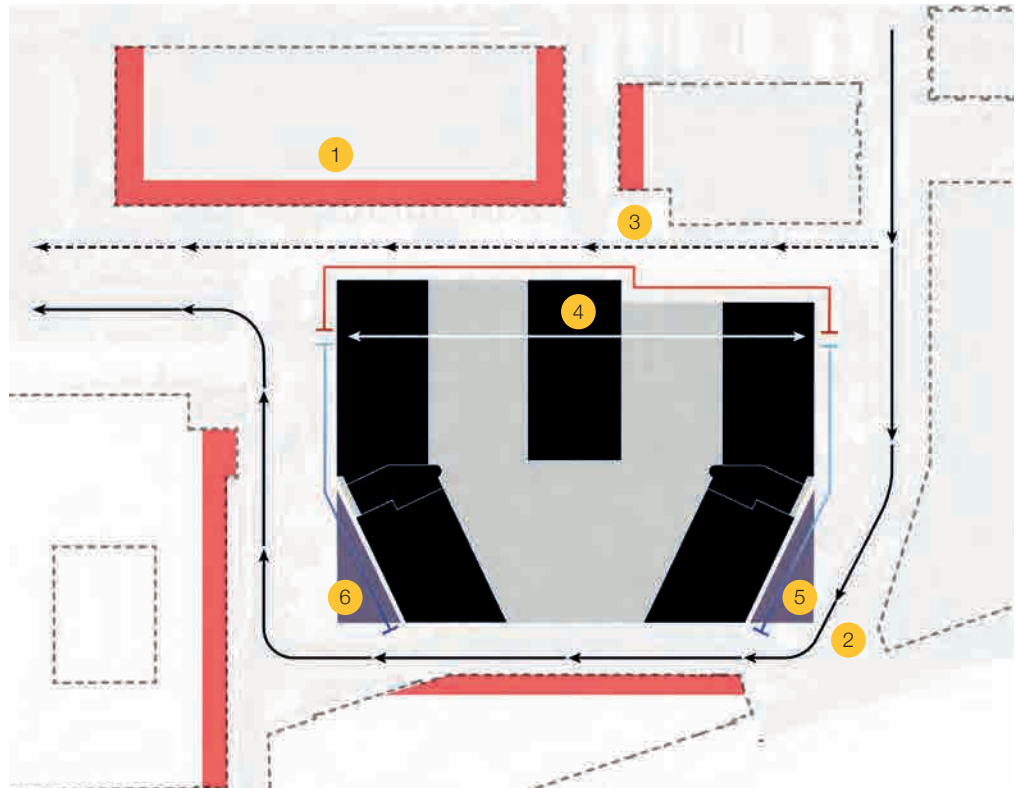
The Assembly Buildings site application boundary with public realm

3.3 Assembly Buildings Plot Constraints & Opportunities

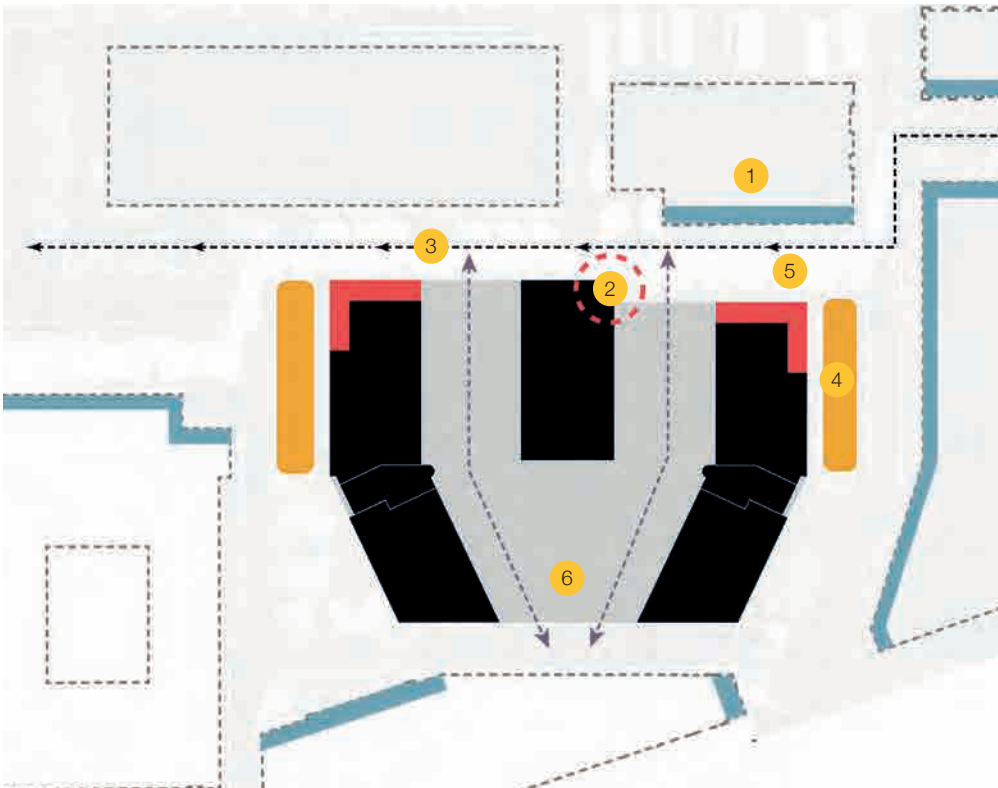


Constraints

- 1 **inactive edges**
The site currently presents inactive edges along the western edge in the unoccupied Cabinet Building and to along the northern edge in the occupied UTC Global Academy.
- 2 **one-way road**
Primary vehicular access is around the east and south, carefully regulating The Groove to be primarily pedestrianised.
- 3 **service access**
Deliveries to commercial units will be along The Groove, with all other servicing to the south
- 4 **block width**
The overall block width is fixed by the overall masterplan, requiring individual blocks and facing distances to be carefully balanced
- 5 **chamfered block**
Residential end units to be planned out in an angular block.
- 6 **overshadowing**
Facades and glazing need to be considered adjacent The Cabinet Building & Record Store



3.3 Assembly Buildings Plot Constraints & Opportunities



Opportunities

- 1 **active edges**
To the north, east and southwest the Boilerhouse, Material Store and Record Store provide urban active edges
- 2 **focal point**
Assembly's central site location and convergence of site lines provides a natural focal point at the kink in the north elevation
- 3 **pedestrian flows**
The Groove to the north will provide the main flow of pedestrians to activate this edge
- 4 **sunny spill-out areas**
East and west of the building at grade provide sun drenched areas adjacent to prominent corners
- 5 **prominent corners**
Northeast and northwest corners form natural focal points within the public realm
- 6 **long views**
Across the open-ended podium there are longer views available to occupants, connecting them to the wider site

3.5 Assembly Buildings Plot Design Evolution



CGI from the Groove illustrating Key Concepts 1 & 2 (along the Groove)



CGI from Vinyl Square illustrating Key Concept 3



CGI from Gramophone Grove illustrating Key Concept 4



CGI from landscaped podium illustrating Key Concept 5



CGI from upper level balcony illustrating Key Concept 6

3.5 Assembly Buildings Plot Design Evolution

Urban Design Response

Key Concept 1: **Get with The Groove**

As the main pedestrian thoroughfare through the site, we have set the commercial units on The Groove. A new row of trees leads to a double height recess emphasizing the main residential entrance, and in doing so addresses the Powerhouse. Generous glazing to the retail bays allow for plenty of area for spill out activity onto the pavement.

Key Concept 2: **Moderate Podium Scale**

In order to minimise the impact of a two story podium, we have accentuated its' separation from the massing above. Its' retail bays carefully layer components to feel lofty without overpowering. Meanwhile the stepped terrace near the main entrance and the perforous balustrades at the 2nd floor help connect views from podium level back down to ground.

Key Concept 3: **Maximise Active Frontage**

Either commercial units (retail or restaurant) or residential entrances line approximately 70% of the available frontage. Only plant and parking areas requiring fresh air are given to external elevation. Even still, these inactive frontages employ a very similar architectural language in their bays as the retail frontage in order to blend in with the overall plot.

Key Concept 4: **Break Long Frontages**

We've employed several tactics to help minimise the long massing of blocks A & C. Firstly, we capitalised on the kink in plan to develop a great, well-lit central core. Then we have modulated the facade with slightly inset balconies to give depth, light and shadow. Lastly, the solid facade material has a strong vertical component, a foil to the horizontality of the floor edge channel.

Key Concept 5: **Animate the 5th Elevation (the roof)**

With such a substantial site comes a real opportunity to really make something of the roofs and terraces. Indeed these spaces are ideal for occupying meaningfully at high level for a true urban experience. The lushly landscaped podium, 7th and 8th floor shared terraces embody this concept.

Key Concept 6: **Be a Good Neighbour**

Windows on all sides animate the facade, but with no balconies at north or south to crowd the narrower streets. Views into the verdant podium landscape and a slight increase in play area to the east provide a soft departure from the hard urban context. An artistic approach to the south carpark elevation and minimal parking at grade keeps unsightly cars out of the way. And perhaps most importantly, good quality external materials will stand the test of time beautifully.

3.5 Assembly Buildings Plot Design Evolution



The vinyl-making process

3.5 Assembly Buildings Plot Design Evolution

Narrative

Many fascinating aspects of the original Old Vinyl Factory, its' birth and heyday could be drawn upon to inform the design, however these three embody the most significant for The Assembly Building.

Cultural Significance

This can't really be understated. The impact of the large workplace community and the lasting global reach of all the artists who's records were pressed here tell a compelling story. *Assembly* is defined either as "a company of persons gathered for deliberation and legislation, worship, or entertainment" or "the fitting together of manufactured parts into a complete machine, structure, or unit of a machine". There is very much a gravitas to the site which gives it a certain importance.

Process and Making

The pioneering, industrialised nature of the record making process, it's metals & mechanics, sequences of fabrication and the linework of the record itself all provided a strong basis for an approach to design.

Art and Design

Poetry and lyrics, album cover design, Art Moderne from the era of TOVF's birth, product design and textile gave great opportunities for richness in layering the design.



Gunta Stolz
Bauhaus textile, untitled



Varvara Stepanova
Thunderstruck 9, 1924



Dieter Ram
Record Player P1, 1959

3.5 Assembly Buildings Plot Design Evolution

3.5 Assembly Buildings Plot Design Evolution



Massing and Proportion

Bulk (as consented parameters)

The overall bulk was determined by the outline consent, providing 3 finger blocks (2 long and 1 short). In conjunction with the adjacent Material Store, Machine Store and Boilerhouse, this has created a kind of village approach. Our main vertical cores utilise the kink, breaking down the main mass and hitting the ground to interrupt the retail uses. The absence of mass to the north and south elevations allow views and light to penetrate the large site.

Height (as consented parameters)

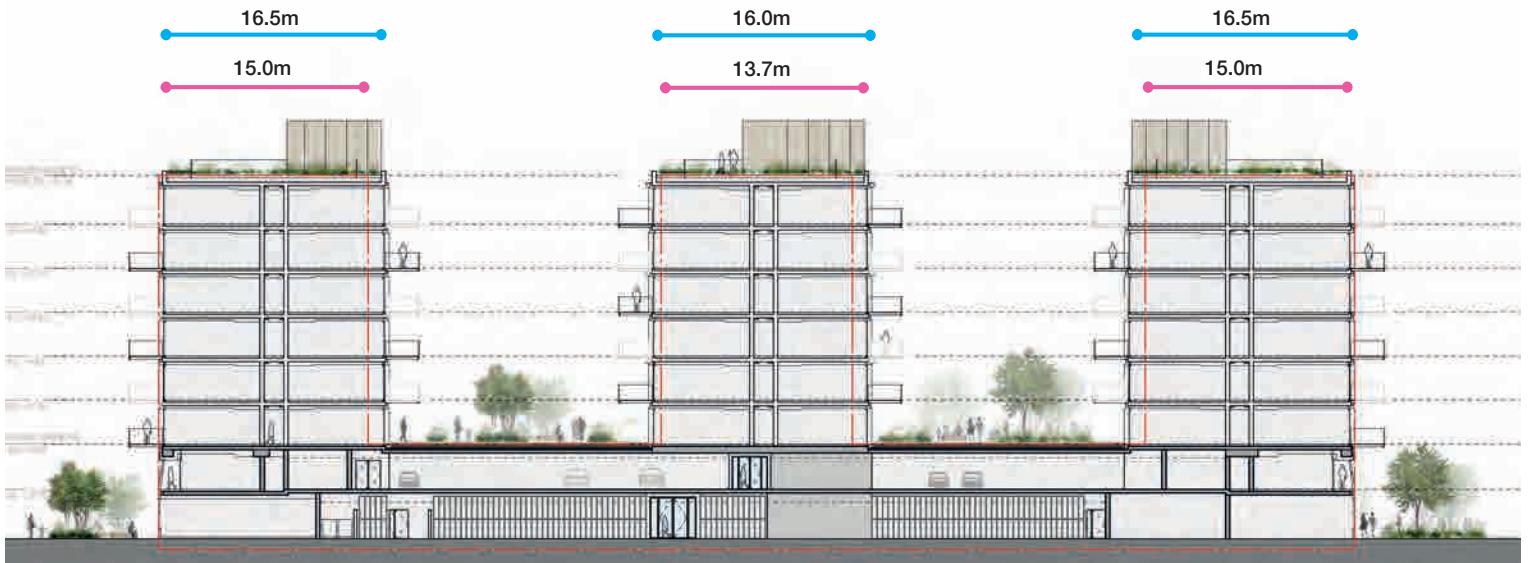
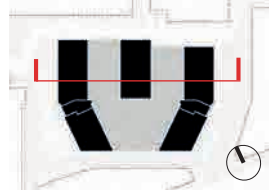
At ground plus 7, two stories lower than Material Store's Block B and matching its Block C, our height is consistent along the front ends of all three blocks, in line with the consented parameter plans. Only to the south is there a 1-story step down in height for longer blocks A & C. The 2-story podium is consistent with the Material Store and, although there are some minor pop-ups for our vertical cores, the Powerhouse's Tower still takes precedent as a marker in the scheme.

Width (as proposed parameters)

In interrogating the consented scheme, it was identified the block width was too narrow and restrictive to develop the quality and flat layout flexibility the scheme needed. All 3 blocks are therefore slightly wider and consistent throughout, described in more detail in following pages.

3.5 Assembly Buildings Plot Design Evolution

- existing block width parameter
- proposed block width parameter



East-West building section

3.5 Assembly Buildings Plot Design Evolution

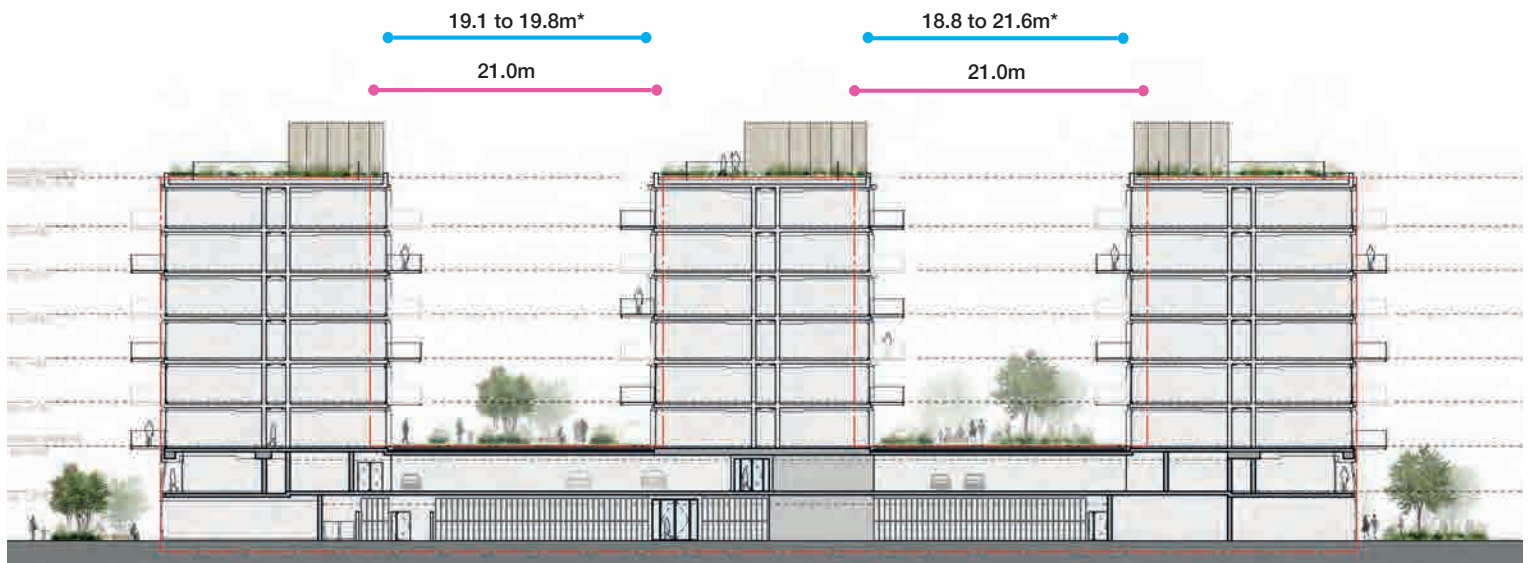


existing facing distance parameter



proposed facing distance parameter

* distances measured from centre to centre
on facing windows



East-West building section

3.5 Assembly Buildings Plot Design Evolution

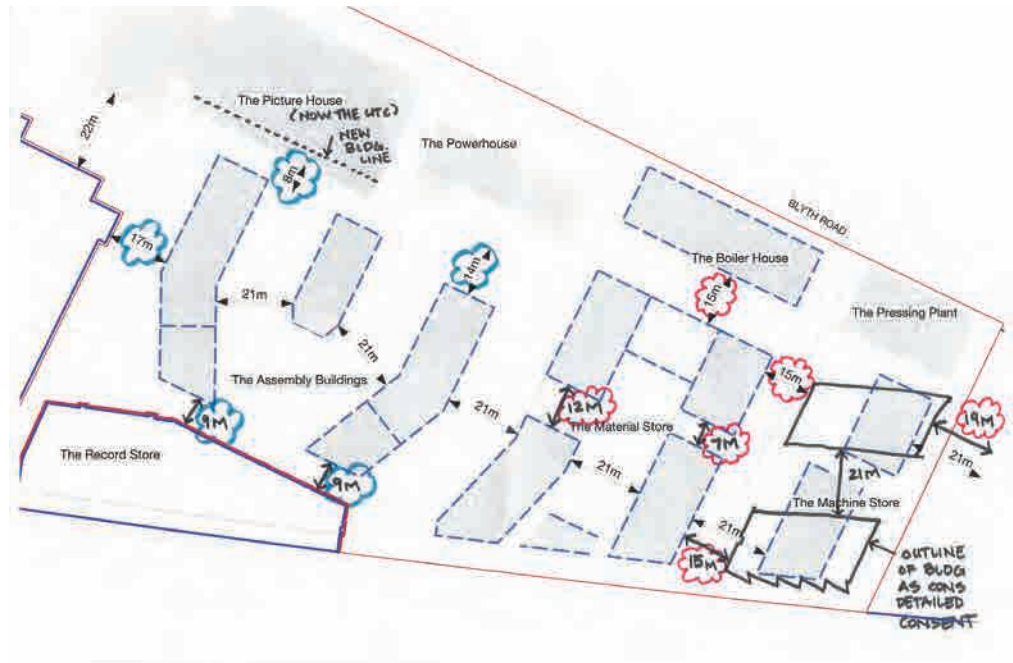
Facing Distance

Reason for Proposed Change

In the early stage of design the team challenged the facing distances between blocks set by the outline consent (21m) and the block widths consented at 15m and 13.7m. The scheme proposes instead 19-20m facing distances (measured to window centres), with blocks at 16.5m and 16m. From extensive experience, and through a series of tests we identified this would not meet two of the core objectives, creating high quality housing and sustainable resilient design. Specifically we found the flat layouts suffered with poor arrangement and in many cases having to be well oversized to meet London Housing Design Guide compliance. It also meant the central corridor couldn't be wide enough to accommodate sprinkler system within the very crowded ceiling void.

Analysis of Facing Distances

Understanding this would be an important issue for Hillingdon, we set about to test a narrower distance, between 18-19m facing, to see what could be acceptable and how to ameliorate the condition through other means. These diagrams show some of that analysis, which also included a series of contemporary built precedents in less dense outer boroughs of a similar scale. It was concluded that with careful unit planning, facing windows could, by and large, maintain 19m facing distances with a few exceptions just below 19m.



Analysis of the Assembly Buildings' masterplan setting

3.5 Assembly Buildings Plot Design Evolution

Key

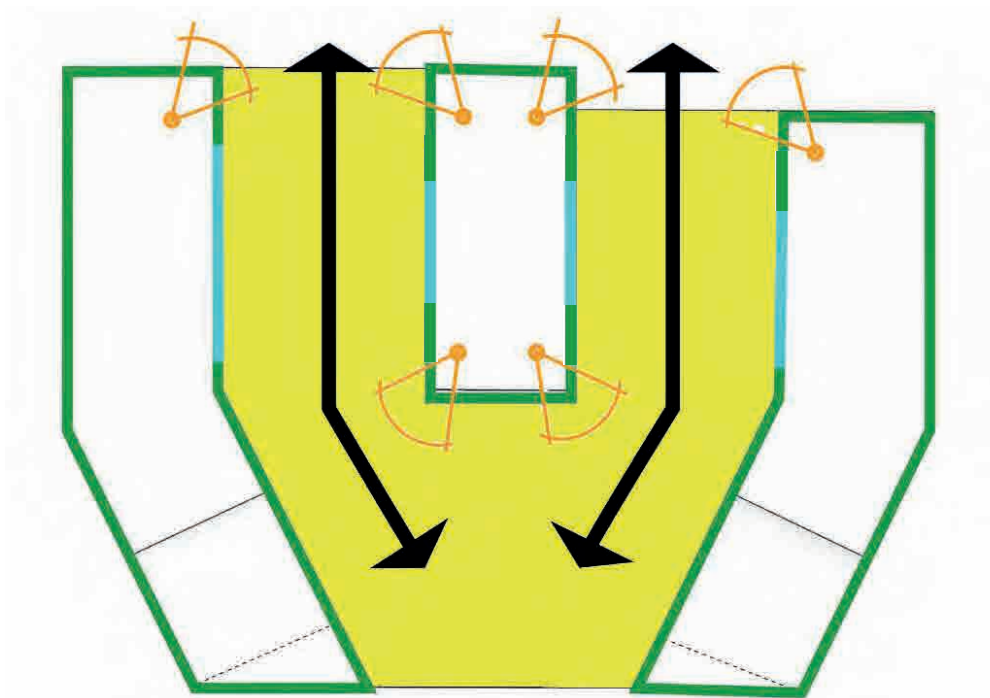
- areas of direct-facing facades**
These are single aspect apartments which are the most critical to consider

- areas of non direct-facing facade**
For the majority of the plan there are apartments not inwardly facing one another and/or more than 21m away from one another

- dual-aspect apartments**
These apartments benefit from views in more than one direction, alleviating the direct-facing condition

- open ended podium**
This massing approach is vital to creating long, lateral views for each and every apartment.

- lush and extensive landscape**
The scheme proposes an extensive array of soft planting and a variety of character areas within. These include the play area, wide walkways, generous terraces to podium-level apartments, stepped terrace near main entrance, and quiet seating areas.



Analysis of the Assembly Buildings' plot-specific setting

3.5 Assembly Buildings Plot Design Evolution



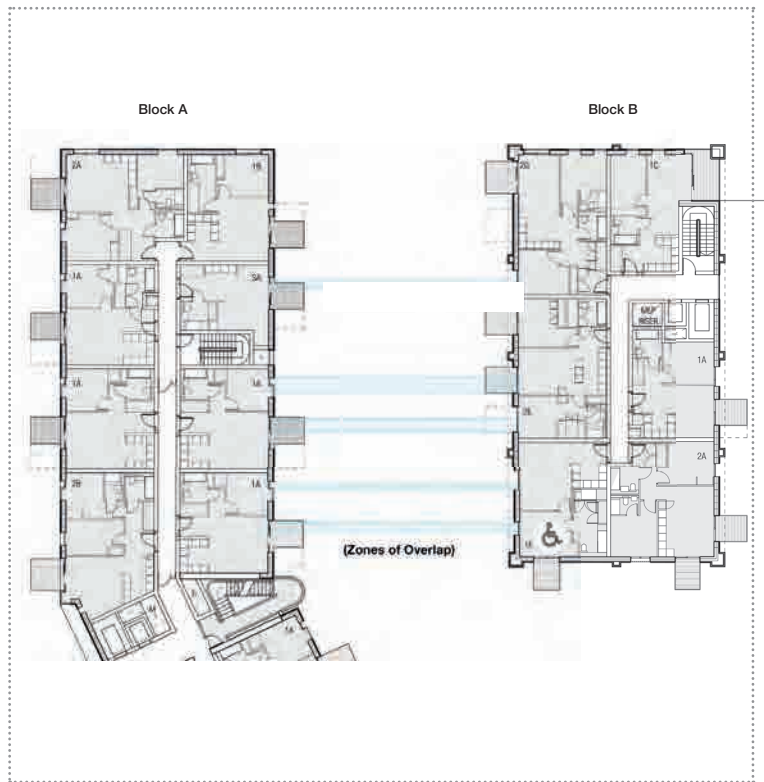
Adjacent plot, Material Store, as detailed consent and under construction

Proposed Scheme: Living Rooms v Bedrooms analysis

3.5 Assembly Buildings Plot Design Evolution

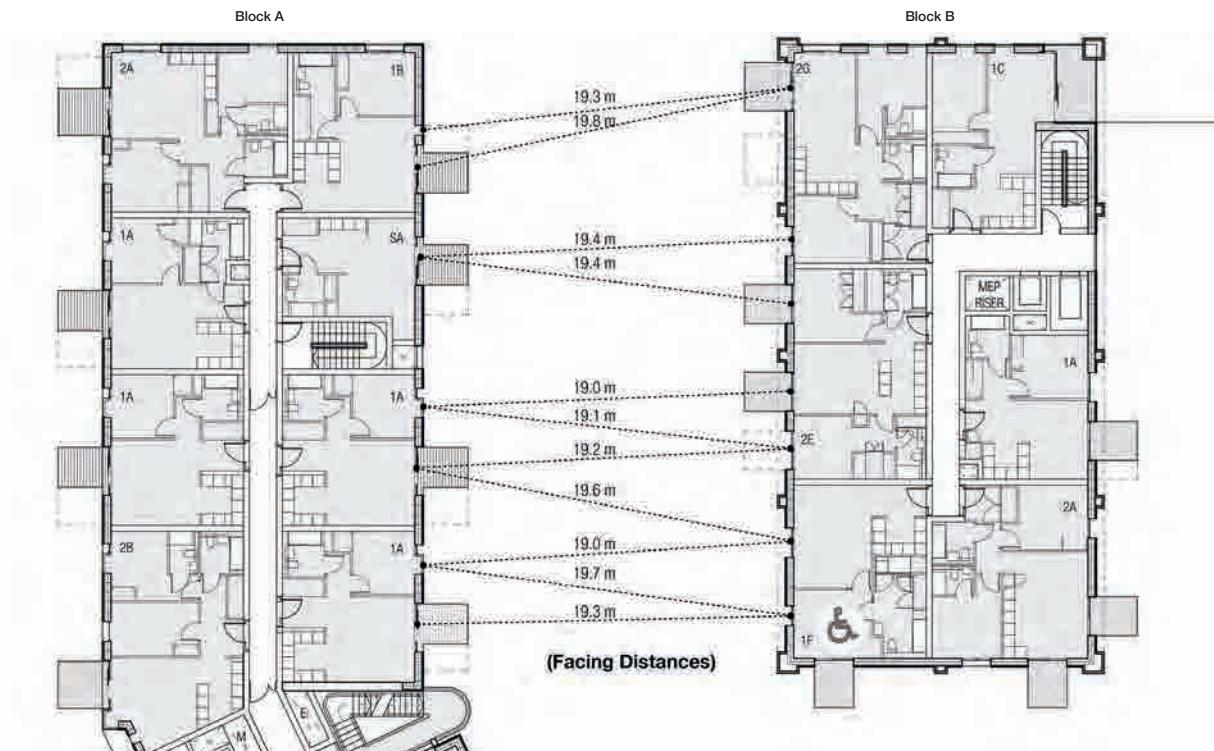


Proposed Scheme: Dual Aspect v Single Aspect analysis



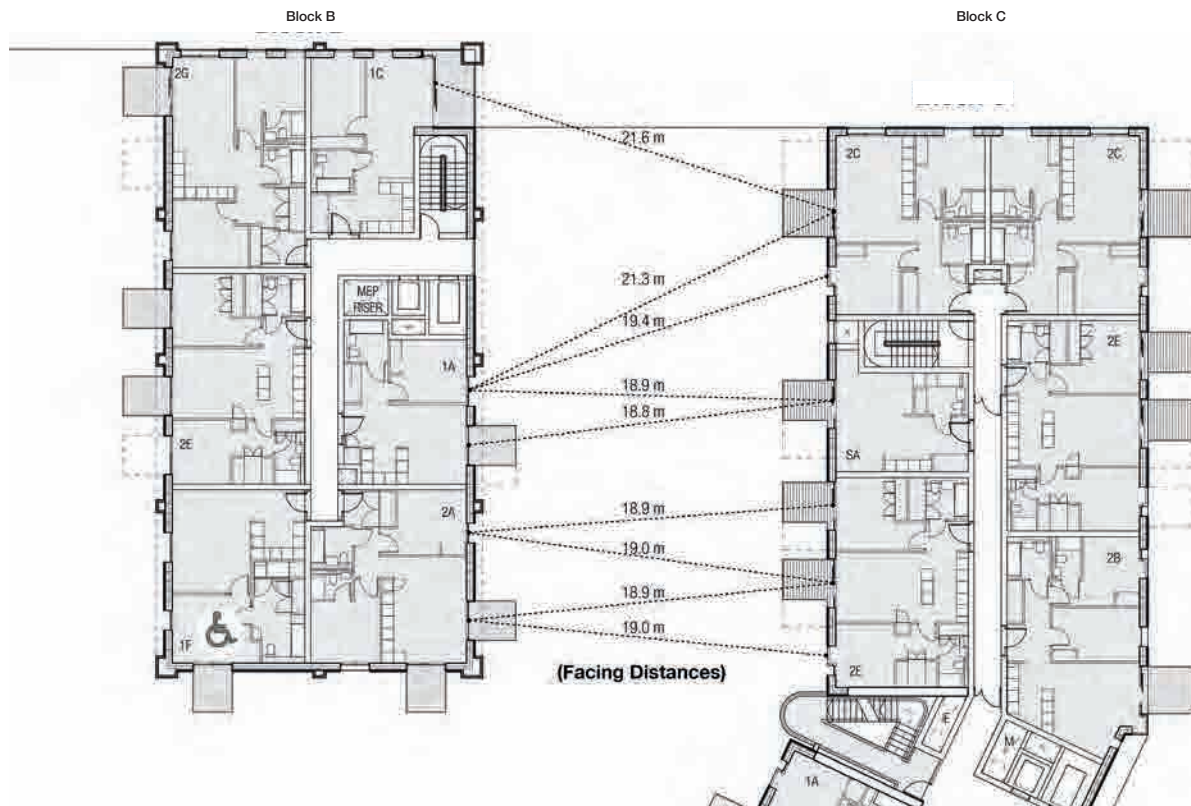
Proposed Scheme: Zones of Direct Overlap analysis

3.5 Assembly Buildings Plot Design Evolution



Proposed facing distances between Blocks A & B

3.5 Assembly Buildings Plot Design Evolution



Proposed facing distances between Blocks B & C

3.5 Assembly Buildings Plot Design Evolution

Layout Approach

Core Strategy

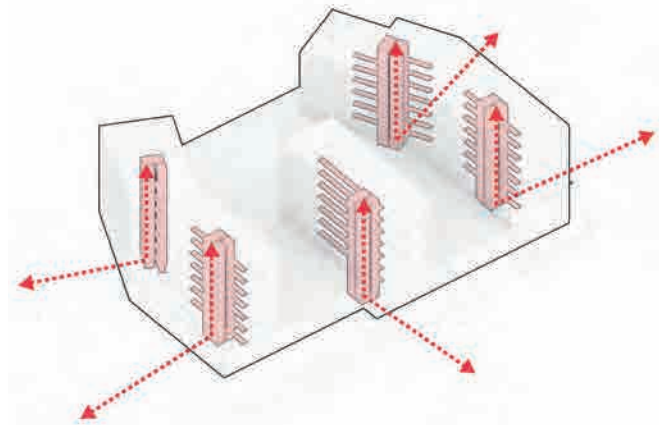
The indicative scheme at outline consent suggested two long blocks split into 2, plus a third central block with a total of 5 stairs and 10 lifts. Aside from being inefficient, it meant the ground and podium floors had numerous points of entry (10 in total) indistinct from one another. We have proposed an improvement by reducing the number of cores and lifts, creating a much more generous central core, with daylight and views in/ out from both sides of the building. This helps create more opportunity for social interaction and greater clarity in wayfinding to and within the site.

Maximising Dual Aspect

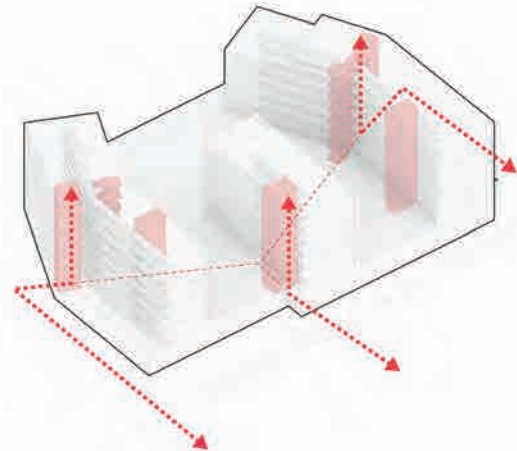
Understanding the policy context as well as the commercial drive for dual aspect, the scheme employs several tactics. Firstly, any corner flat uses both elevations to provide windows and light, with all 3-bedroom units situated on corners. Secondly, the central cores on the longer blocks are also partially inset, allowing for some of the units in this location to have dual aspect in their main living areas.

Wheelchair Units

A sensible mix across 1, 2 & 3 beds around the whole building layout means the units are fully integrated into the scheme. See area schedule for details.

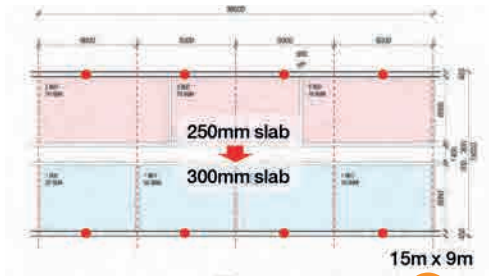


Indicative outline scheme: 5 cores with 10 lifts

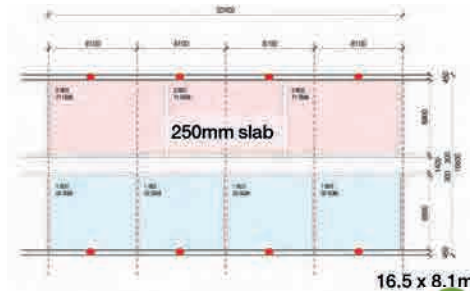


Proposed scheme: 3 cores with 6 lifts and 2 stand-alone stairs

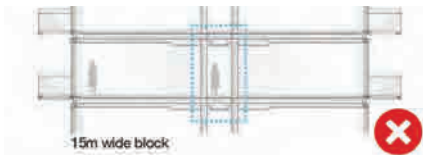
3.5 Assembly Buildings Plot Design Evolution



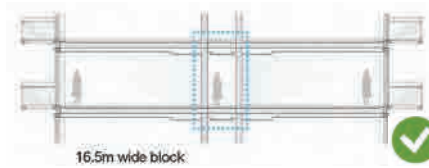
Block proportions and structural efficiency



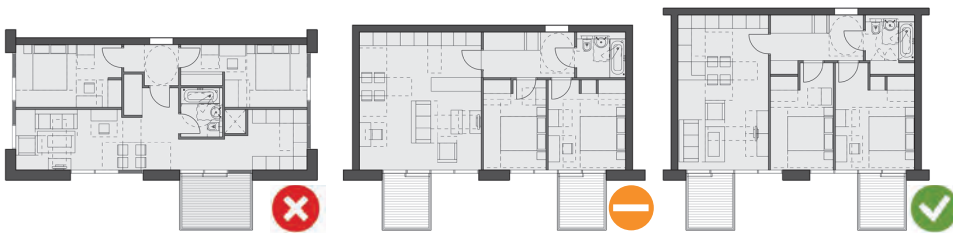
16.5 x 8.1m



Coordinating sprinklers at varying block depths, enabling wider corridors



16.5m wide block



Typical 2 bed unit at varying block depths

Efficiency

By employing this core strategy we also minimised the impact of angular floor plate geometries within the flats. A lot of effort has been spent developing the right block width:depth ratio to enable an efficient and minimal structure, good quality layouts and future flexibility. All units are accessed via a the central corridor and vertical stacking has been prioritised.

Typologies

A balance between variety and standardisation has been struck to marry appeal to potential occupants with buildability. Principles established for 1, 2 and 3 beds relate either to mid-plan or corner conditions, with identical stacking vertically in most situations. A further sub-type occurs where a flat is fully accessible and therefore noticeably larger. By including sprinklers in the residential provision the units provide a better quality, more open layout, with views upon entering across the living area to the windows beyond.

Mix

About 75% of the scheme is composed of 1 and 2 bedroom units with the remainder in studios and 3 bed units. The floor plates are variegated throughout. 26 units have been earmarked for shared ownership in Block C.

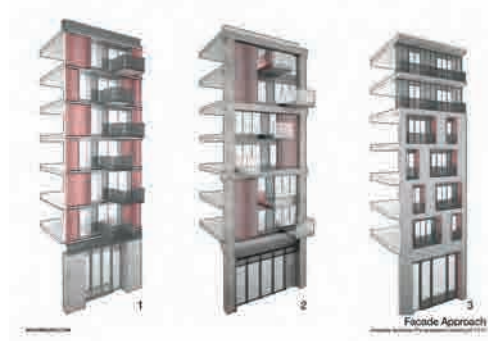
3.5 Assembly Buildings Plot Design Evolution

Facade Approach

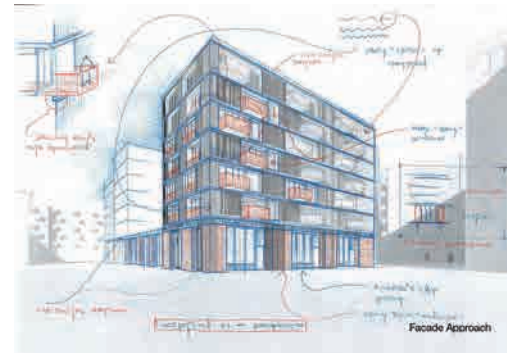
The three distinct 8-story buildings, two of which being approximately 70 metres long, represent a large amount of facade area. So the primary exercise was finding a language of components which could provide clarity but also variety to break up their bulk.

One exercise focused on whether to employ a single approach to the whole scheme or used a mixed mode approach to lessen this impact. Part of this was an examination of the plinth and whether it ought to be defined as part of the building above, or its own distinct architectural piece.

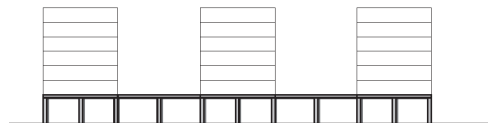
Explorations were made to inject depth and modulation through the layering of materials, framing and balconies. All of these were considered amidst the context of the strong narrative, and how best to infuse this storytelling into the building fabric.



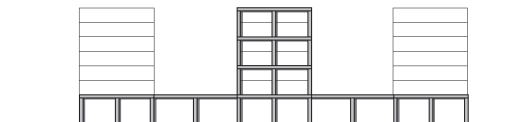
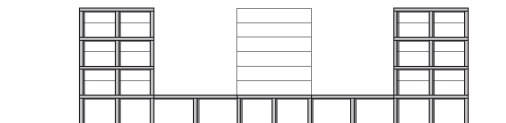
3no. initial facade type studies: horizontal, grid and block



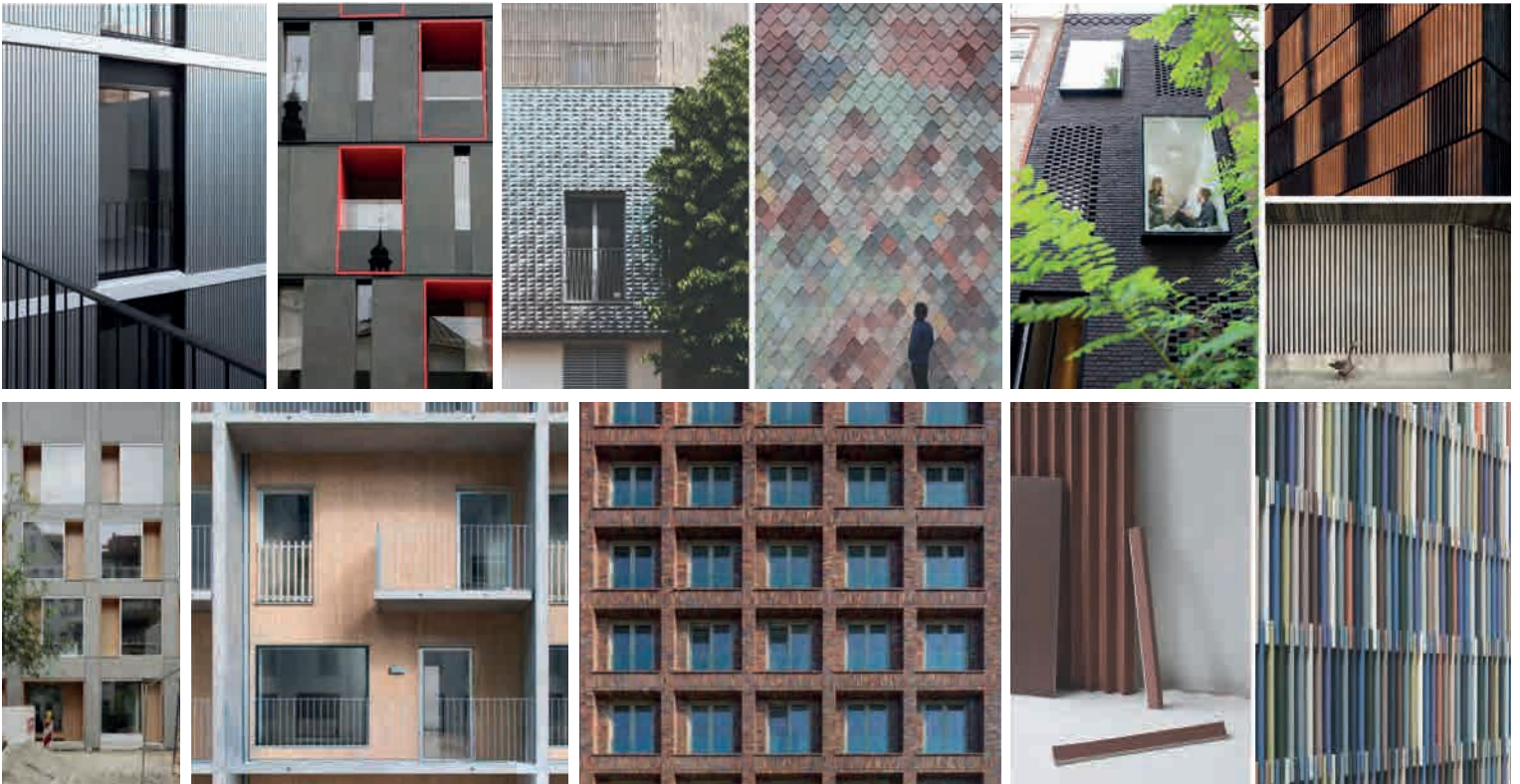
Early sketch of horizontal facade type design



Study of applying various facade types to massing



3.5 Assembly Buildings Plot Design Evolution



3.5 Assembly Buildings Plot Design Evolution

Balconies and Plinth

The two story scale of the plinth is both an opportunity and a challenge to pitching the right retail offer. We looked at different ways to humanise the scale with panellisation and detailing, looking carefully at the quantum of glazing. Variations in plinth use, retail, resi, plant and carpark required a means of uniformity in approach to maintain cohesiveness in the streetscape.

The scheme has a large number balconies to achieve amenity requirements, therefore we scrutinised ways to not overwhelm the facade. Options were explored for stacking versus staggered patterns, as well as bolt-on versus recessed conditions. These were partly driven by daylight considerations to glazing areas underneath balconies, but also an understanding of depth and modulation in the overall facade.



Various early studies of the facade approach

3.5 Assembly Buildings Plot Design Evolution



Various early studies of the facade approach

3.5 Assembly Buildings Plot Design Evolution

Rhythm

The rhythm is the overall texture that is created when moving visually across the whole facade. Starting from the ground this is quite regular and frequently punctuated with individual retail bays. As you move up, one of two things happen. In the central block B the rhythm simply expands into a 2-way grid. Whereas in Blocks A & C it shifts to a long linear pattern running the length of the building.

Scale

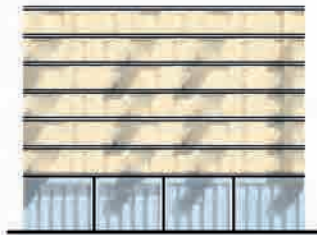
Our objective was to ensure an appropriate civic scale whilst establishing some variation within the scheme. The expression of scale varies, though most of the building emphasises singular floor plates, without delineating individual apartments. Where there is a grid approach, it changes to a double floor plate, about the width of a single flat. This 2-story grid also helpfully defines the plinth. The vertical cores sail past all of this to define the overall height of the building in one gesture.

Approach to Detail

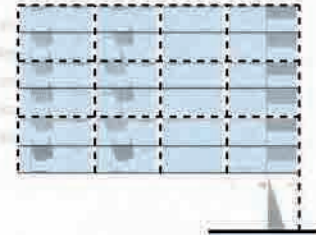
Broadly speaking, floors are expressed with either a dark metal channel or a precast concrete lintel. Windows are banked together around the balconies, or punched openings where there are none. Both glazing and solid elements span floor to floor. Dark metal trims make up headers and joints in the detailing. See also Section 3.10 Appearance.



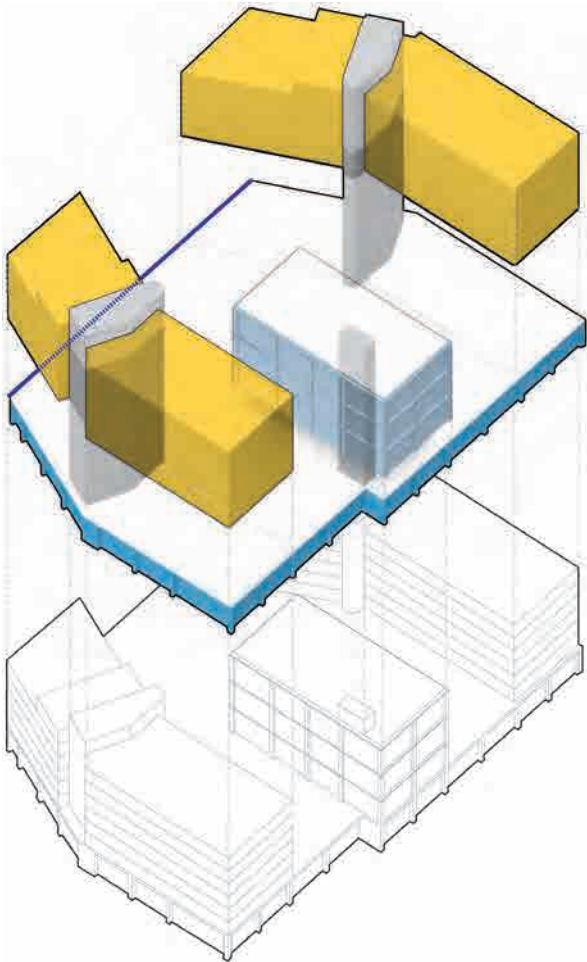
Rhythm



Scale



Approach to Detail



3.5 Assembly Buildings Plot Design Evolution

Conclusion

The final iteration of the design exercise identifies 3 facade types, 2 of which have other sub-types but largely appear as the same expression.

A majority of the scheme has Facade Type 1 applied, namely the horizontal expression with the modulated inset balconies. The 8th floor roof terrace continues this expression but with less solidity.

Facade Type 2, a grid expression over two stories, connects the central block (the point of emphasis for main entrance) with the entire podium. Lastly, the cores' Facade Type 3 use verticality as a foil or contrast to the other facade types.

Key

- Facade Type 1: horizontal
- Facade Type 2: grid
- Facade Type 2a: grid (carpark bay)
- Facade Type 2b: grid (retail bay)
- Facade Type 3: vertical

3.6 Assembly Buildings Plot The Proposed Scheme

Approach and Access

The Assembly Buildings is a large four-sided plot, therefore we have made use of the natural convergence of The Groove, the pedestrian route that runs parallel to Blyth Road, and the kink in the plot's massing to create a focal point for the main residential entrance. Pedestrians are greeted by a row of trees leading up to this entrance, and the opportunity to peruse the retail and/or restaurant units spilling out onto the path on both sides along the way.

This entrance is further accentuated in the massing by the column of recessed balconies with glazed balustrades above. The Block B central stair also emphasises verticality at this point, providing access to the podium and a stepped 'hidden' terrace overlooking The Groove.

A rich palette of textures tie together the hard landscaping underfoot with the variegated pattern of Assembly's semi-iridescent cladding panels and the extruded metal of the Powerhouse. The rhythm of retail bays punctuated by this entrance and occasional benches draw people along The Groove towards Vinyl Square just beyond.

3.6

Assembly Buildings Plot The Proposed Scheme



View 1: Main approach from The Groove

3.6 Assembly Buildings Plot The Proposed Scheme

Urban Setting

The masterplan creates a series of key focal points which literally ground the urban setting. Vinyl Square is one of these focal points, and indeed the route through and to Gramophone Grove to the Record Store entrance is another.

Assembly Buildings respond to clues in adjacent buildings, i.e. similarly defining floor plates and accentuating horizontality whilst contrasting in colour and materiality. Balconies are situated along the grander more civic edges rather than crowding The Groove, contributing to the overall setting.



View 2: Block A from Vinyl Square

3.6 Assembly Buildings Plot The Proposed Scheme

Integration with Context

As the second main focal point around the perimeter, Gramophone Grove and the Record Store approach was an important driver for design integration. Assembly Building's secondary residential entrance is purposely set just beyond the building's kink in plan to address this small square and keep the ground plane activated. In addition, the retail units wrap around the southernmost corner for the same reason.

Carpark entrances are tucked away along the southern access road, Powerhouse Lane. From first floor upwards the Record Store facade then overlooks the lush podium landscape. The south facade facing the Record Store employs a similar architectural language to that of the retail bays to minimise the carpark impact. In addition, there is soft landscaping along that edge to enhance the integration into the whole site and provide visual relief to the Record Store neighbours.



View 3; from Gramophone Grove

3.6 Assembly Buildings Plot The Proposed Scheme

Landscape Connectivity

This is a vital aspect of the Assembly Building scheme as its central podium is generous in scale and provides respite from the harder, more urban landscape at ground level. It provides a secured space for lush greenery, shared amenity and play space for the occupants of all three blocks.

Apartments with terraces onto the podium are separated from the main amenity with defensible space and planting, but still allow some visibility to enjoy the soft landscaping. All three blocks have central, accessible cores off this podium space to encourage movement and use throughout the year.

The intention is for this space to become part of a site-wide offer for controlled access by those who work within TOVF site, during 9-5 working hours. This will have to be carefully managed to balance the safety and security of Assembly residents whilst providing an opportunity for some of the sitewide occupants to enjoy the space and integrate with the community.



View 4: Within the landscaped podium

3.6 Assembly Buildings Plot The Proposed Scheme

Proximity and Views

As the scheme has challenged the prescribed parameters in relation to block width and facing distance, we have approached this particular issue with forensic analysis. There is an acute understanding of what makes for comfortable proximity based on the team's experience on many other medium and high density large residential schemes. This comes down to avoiding direct face to face scenarios by

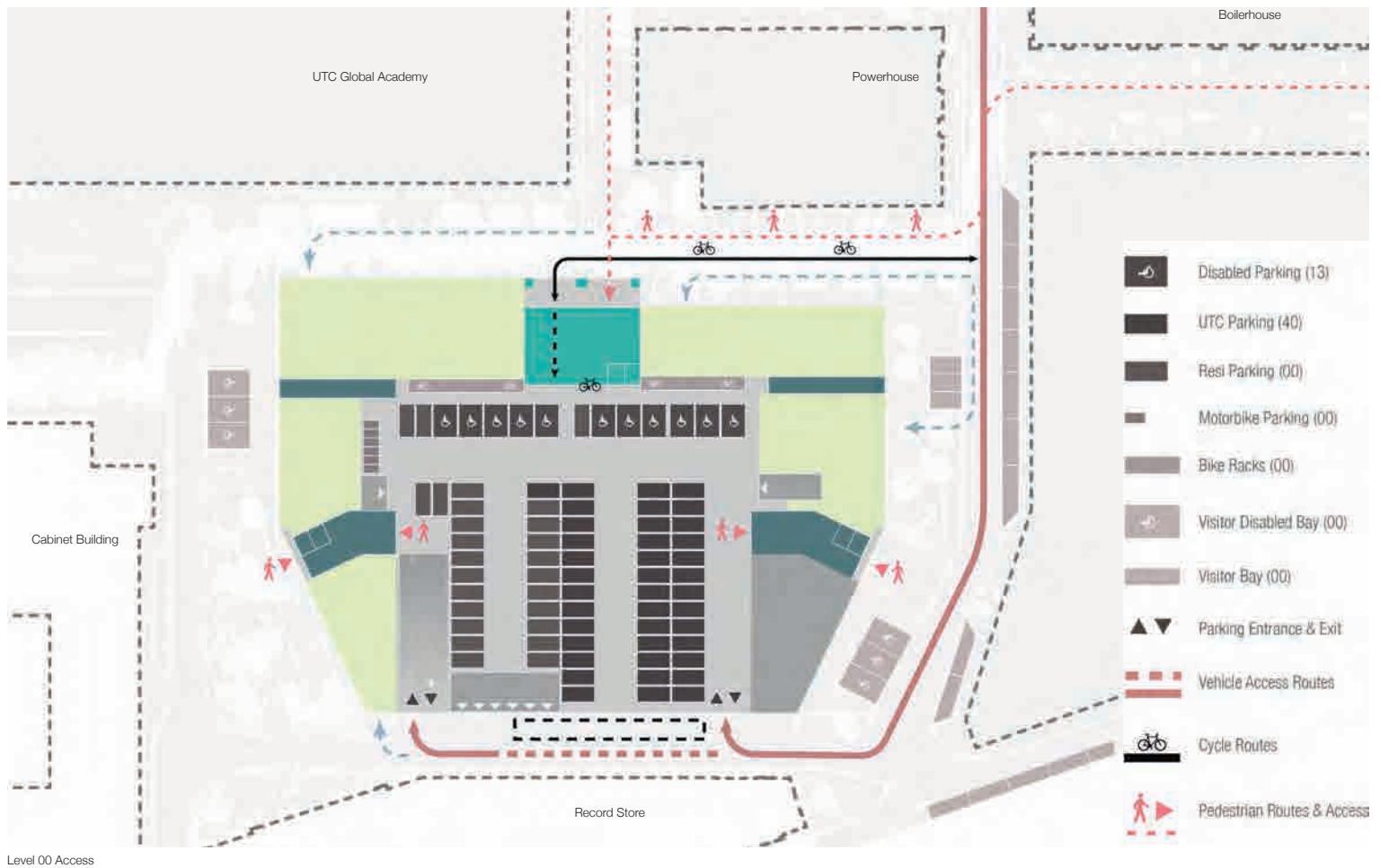
- staggering balconies
- deliberately misaligning windows wherever possible
- avoiding living areas looking directly onto bedrooms
- avoiding balconies altogether where they can be placed on adjacent perpendicular facades
- encouraging oblique views through the use of lushly planted podium and the open-ended plot

We believe this particular solution is the right approach for this particular location, and still provides very high quality internal living spaces as well as external environments. The use of staggered, cantilevered balconies and full height glazing has provided excellent daylight to the internal environments is. More than 80% compliance with ADF (average daylight factor) overall and more than 70% compliance with daylight distribution analysis.



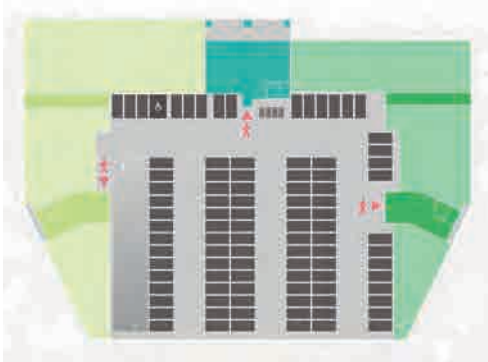
View 5: from 4th floor balcony.

3.6 Assembly Buildings Plot The Proposed Scheme

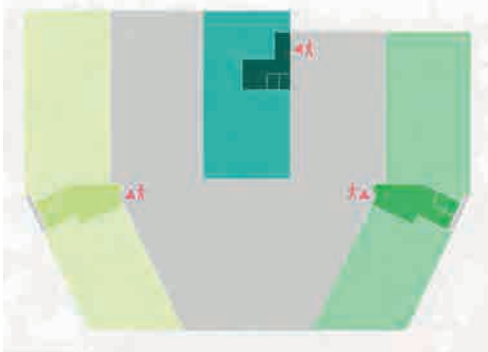


Level 00 Access

3.6 Assembly Buildings Plot The Proposed Scheme



Level 01 Access



Level 02 Access

Vehicles

Private residents (cars and motorcycles) and the UTC Global Academy cars will drive down Powerhouse Lane to the secure carpark entrances at the rear and enter either at grade or ramp up to the first floor. This includes blue & brown badge holder carparking spaces. Visitor disabled parking is dispersed at grade around the building among the landscape, close to entrances.

Cyclists

All Assembly Buildings residents will enter via the Block B main entrance through a dedicated route straight through to the secure carpark and bike store. The bike racks are double stacked vertically and centrally located for maximum passive surveillance and minimum impact to lobby spaces. Visitor cycle parking is interspersed at grade throughout the public realm.

Pedestrians

Although residents can enter any of the three blocks through a dedicated secure lobby at grade, the larger more generous main entrance encourages people to come up through the landscaped podium and interact in a more neighbourly space. This also maintains tighter security by corralling visitors in a more inviting central lounge space overlooking the primary pedestrianised Groove.

Disabled

The proposal does not distinguish between disabled and non-disabled occupants as each entrance provides level access and a pair of lifts to rise up throughout the building. Blue and brown badge holder parking for residents is inside the carpark or, for visitors, at grade, both within the recommended distances to lift cores.

Servicing

Retail delivery vehicles will service the commercial units from the front, on The Groove. Otherwise this road is pedestrianised and not for general vehicular traffic. Waste and other servicing vehicles will access the building from the lay-by to the rear (south) of the building along the carpark edge. Sufficient space has been allocated for several vehicles to park temporarily along this edge if required. It is not intended that these vehicles enter the private carpark so as to maintain the best security for residents.

3.6 Assembly Buildings Plot The Proposed Scheme

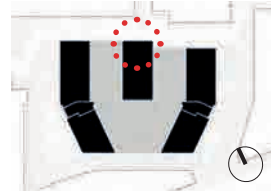
Main Entrance Level 00

A double height space, signalled both by the large brick signage and portal frame with feature lighting, provides a welcome entrance to residents (on bike or foot) and their visitors interally. The space is subdivided

functionally into three zones, nominally separated by fixed furniture in the form of seating or postboxes. The core leads to a first floor level podium terrace which overlooks The Groove.



View of residential main entrance (Block B)

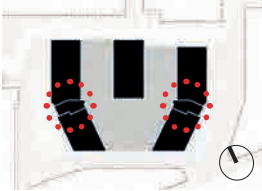


Plan of residential main entrance (Block B)



Elevation of residential main entrance (Block B)

3.6 Assembly Buildings Plot The Proposed Scheme



Secondary Entrance Level 00



Plan of residential secondary entrance (Blocks A & C)



Elevation of residential secondary entrance (Blocks A & C)

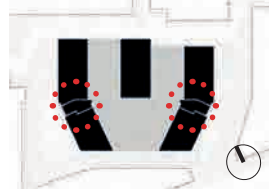
Still generously scaled on the facade with a double height expression, these entrances remain highly visible despite the space within being single story. The brick signage panel and recessed portal opening is repeated

to maintain clarity and continuity of architectural language. In this way the entrance and retail bays form a family of details along the streetscape and distinguish themselves from the living units above.



View of residential secondary entrance (Blocks A & C)

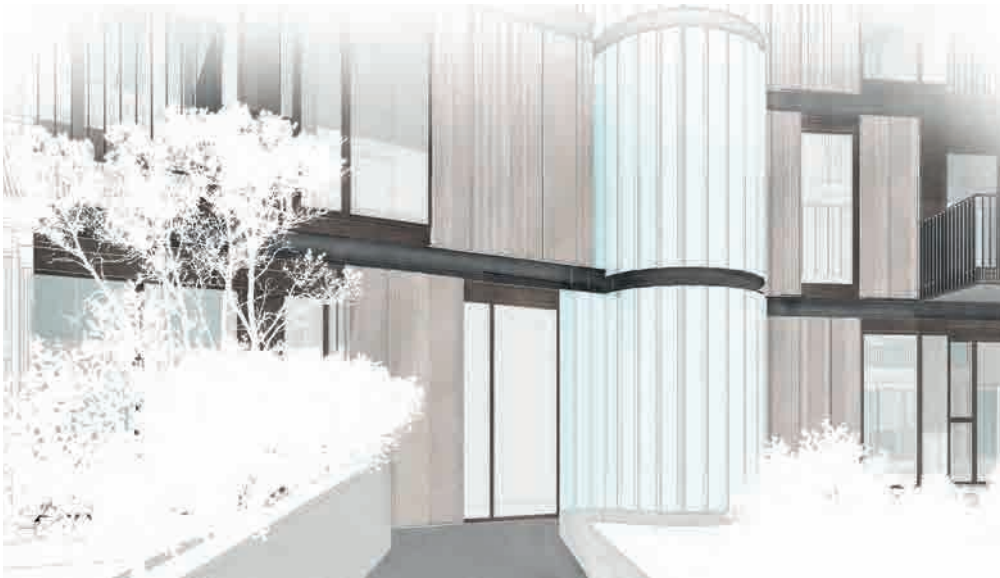
3.6 Assembly Buildings Plot The Proposed Scheme



Secondary Entrance Level 01

These entrances are unique from the ones at street level and are a more understated domestic scale. Wayfinding from the main entrance and through the podium will be important for simple, clear direction. The

rounded, glazed stair core signals the entrance door which leads into an interim lobby zone before entering either the lift core or feature stair. Privacy screens will shield flats adjacent to these entrances.



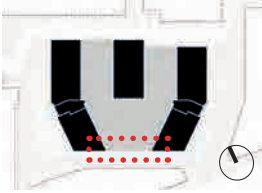
View of residential podium entrance (Block A & C)



Plan of residential podium entrance (Block A & C)



Elevation of residential podium entrance (Block A & C)



3.6 Assembly Buildings Plot The Proposed Scheme

Vehicular Entrance



Section of vehicular entrance



Elevation of vehicular entrance

It was important to ensure the carpark elevation made use of a similar facade approach to break down its scale and still contribute, albeit in a more modest way, to the streetscape. The panellisation is similar to the retail but instead uses perforated anodised metal with art-based graphics and grilles above to ventilate the

carpark along its whole length. The building edge is then lined with soft planting to enhance the streetscape. Facade lighting is to be introduced to create a safe environment between the Record Store and Assembly building and carpark entrances, complimenting the site wide lighting strategy.



View of vehicular entrance

3.7 Assembly Buildings Plot Scale

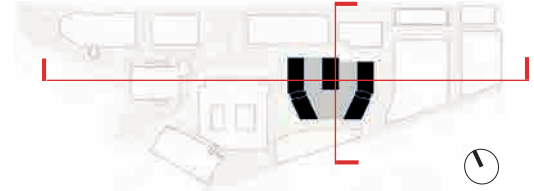


Diagram section north-south through site



Diagram section east-west through site

3.7 Assembly Buildings Plot Scale

Scale

Overview

The scale of the building had been fixed by the outline consent so for detailed design it was a matter of how this was expressed. Its' 2-story podium is topped by 6-stories of residential accommodation and punctuated by virtue of the 3 separate blocks. There is gentle variation in height among Assembly and the adjacent sites.

Plan Constraints

Blocks A & C are proposed to be 16.5m wide, which is the most ideal width to provide the 'golden ratio' of plan depth to width for flexible and efficient flat layouts. This is commensurate with good quality, well designed housing precedents in semi-urban areas. Block B is proposed to be slightly narrower, 16m, to facilitate better facing distances for inward looking apartments.

Volume and Massing

Building volumes are largely consistent, with breaks or cut-outs proposed for finer articulation rather than big architectural gestures. The 7th floor in Blocks A & C is cut back towards the south, as per the permitted parameters.

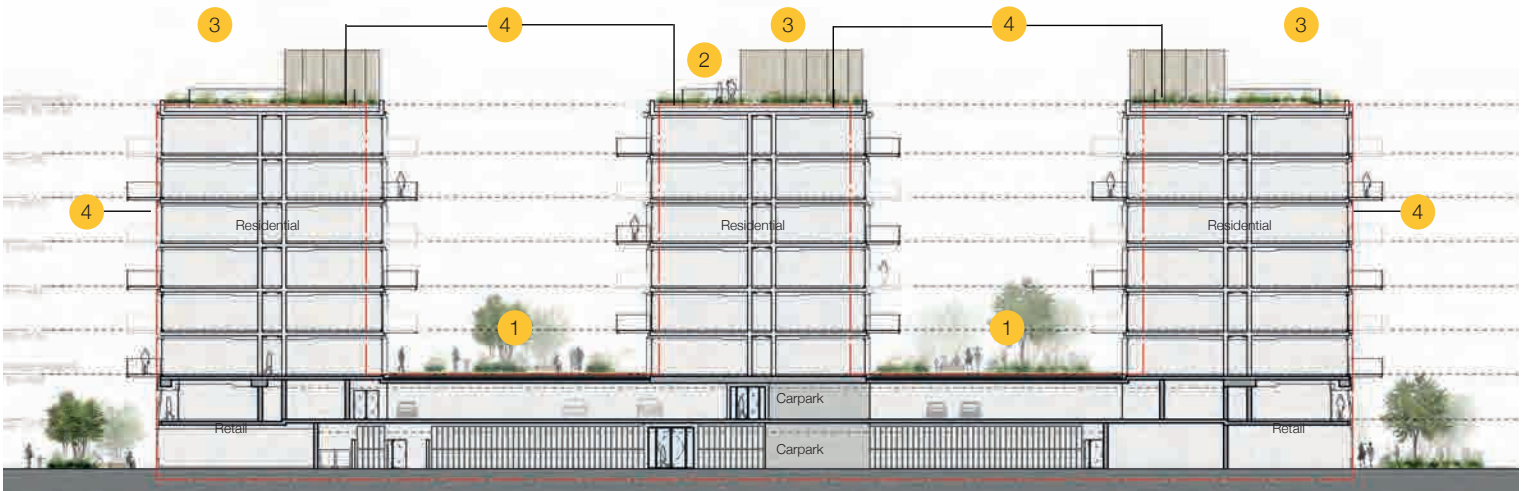
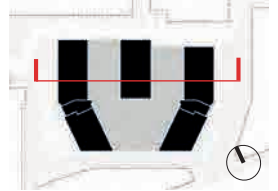
Elevation Constraints

The central cores of the long blocks provide punctuation to break down their length. As per the masterplan vision, these remain lower than the Powerhouse's tower which is intended to be the high point in the surrounding context.

Maximum parameter heights set a uniform floor to floor height throughout (3200 mm). The roof parapets at top (8th floor) level are deliberately low on blocks A & C and set back on Block B so as to minimise the feel of a heavy capping piece to the tops of buildings.

3.8 Assembly Buildings Plot Use & Amount

- 1 Podium Landscape
- 2 Shared Amenity Terrace
- 3 Lift & Stair Core Overrun
- 4 Alignment with consented building parameters



East-West building section

3.8 Assembly Buildings Plot Use & Amount

Use & Amount

Overview

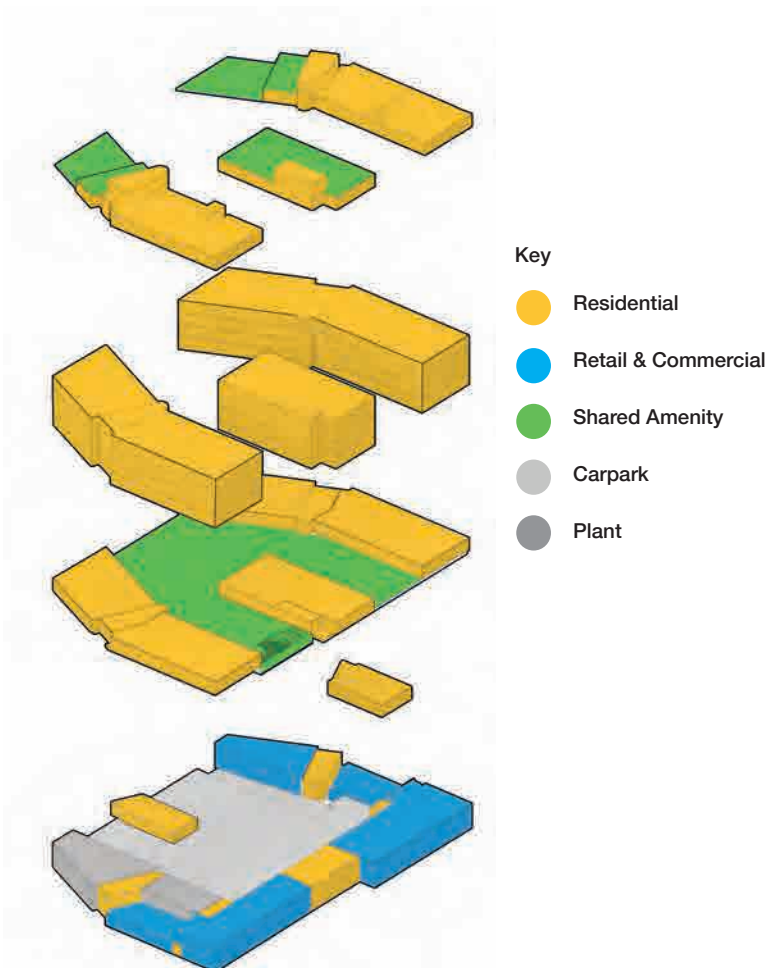
The mix across the masterplan site is a very important component which provides diversity of occupants, activity and civic life. The Assembly Buildings site continues this theme with a ground floor that contributes to this civic life.

Apartments and Amenities

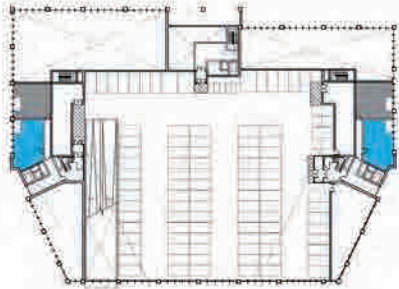
Living units are largely set from 2nd floor and up, with 4no. units placed discreetly at first floor adjacent to Block A & C's central core. These living units create a tight knit community spliced together with generous shared amenity at podium, 7th and 8th floor levels.

Retail Component

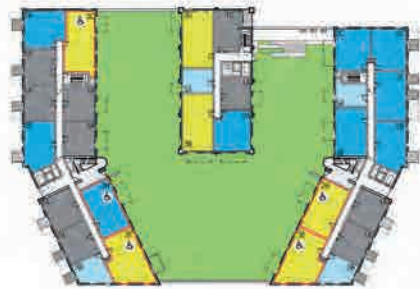
The retail component, comprised of two food & beverage units plus other smaller retail units, wraps around the carpark at ground floor. This maximises the active frontage as much as possible, keeping the impact of plant grilles and car fumes away from The Groove and the east & west elevations.



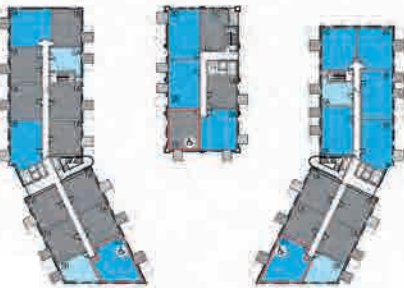
3.8 Assembly Buildings Plot Use & Amount



GA Level 01



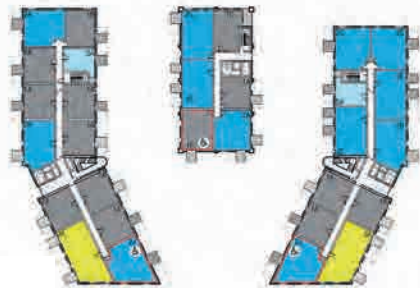
GA Level 02



GA Level 03 & L04



GA Level 07



GA Level 05 & L06

Residential Mix			
Unit Type	Typical Area (m2 each) 13	% Proposed	Total #Units Proposed
Studio	37	10%	18
1B2P	50	46%	84
2B4P	70	39%	70
3B5P	86	5%	9
3B6P	93		
Total		100%	181

Key

- Studio
- 1B2p
- 1B2p dis.
- 2B4p
- 2B4p dis.
- 3B5/6p
- 3B 5/6p dis.

3.8

Assembly Buildings Plot Use & Amount

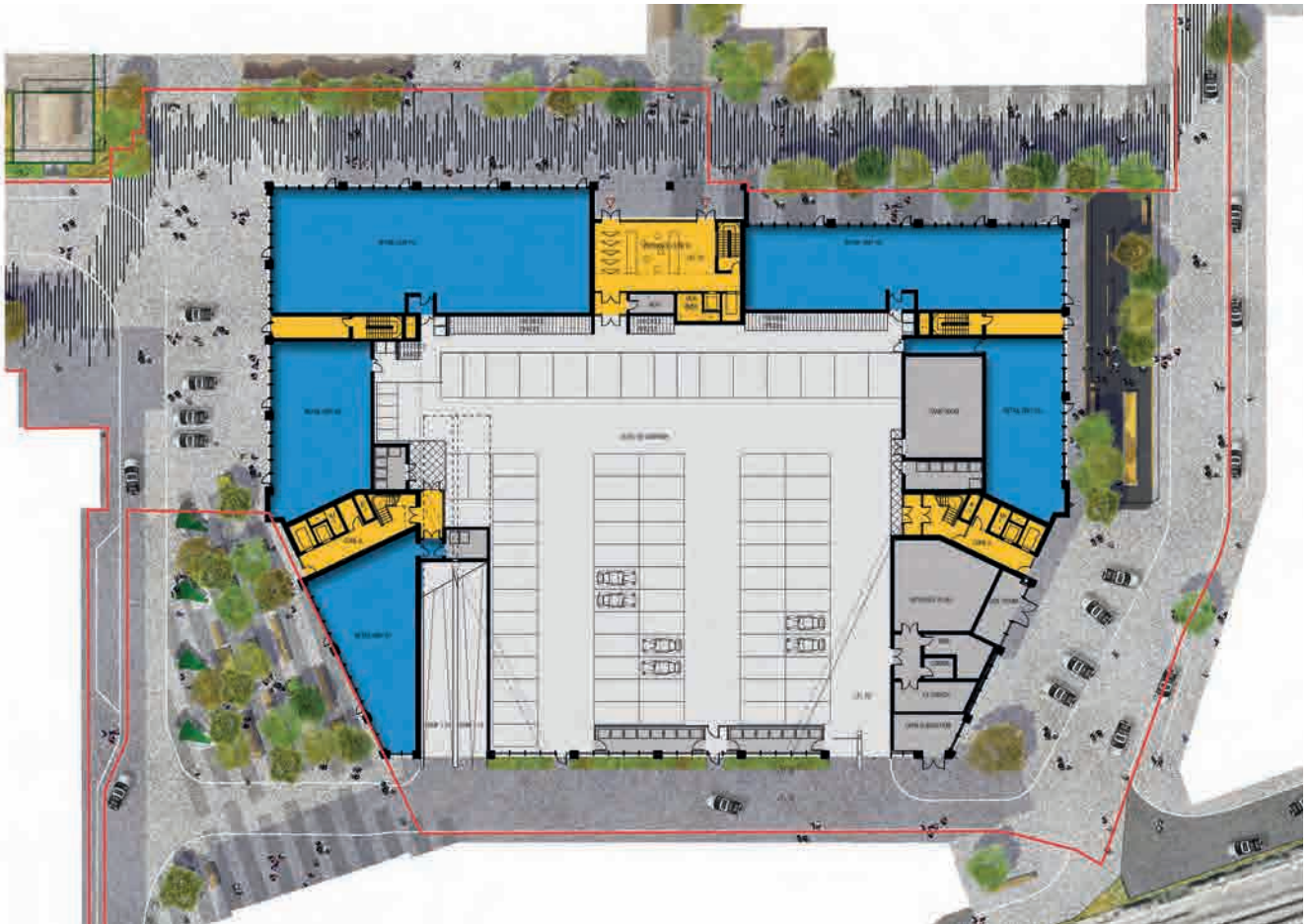
External Amenity Provision				
Floor Level	Shared Amenity		Play Space	
	Required m ²	Proposed m ²		Proposed m ²
L00	Hillingdon SPG	0		0
L01	Sect. 4.18 "Where usable balconies or private gardens have been provided for individual units, the floorspace can be deducted from the calculation of outdoor amenity space"	0		0
L02 (podium)		1890		185
L03		0		0
L04		0		0
L05		0		0
L06		0		0
L07 (Roof)		490		0
L08 (Roof)		650		0
Total	2882	3030		185

Parking Provision							
Floor Level	Residential ⁸				UTC	Visitor Commercial (Regular & Disabled)	Motorcycles ⁵
	Typical Proposed	Disabled Proposed	Visitor Typical	Visitor Disabled	Proposed	Proposed	Proposed
L00 External	0	0	0	0	0	11	0
L00 Internal	120	11	0	1	40	0	5
L01 Internal		2	1	0	0	0	5
Sub-Total	120	13	1	1	0	0	0
Total	135				40	11	10

(.73)

Planning Application CIL Provision						
Floor Level	Class C3 GIA		Non Residential GIA		Non Residential GEA	
	m ²	ft ²	m ²	ft ²	m ²	ft ²
L00	0	0	4 522	48 674	4 730	50 913
L01	150	1 615	4 372	47 060	4 400	47 361
L02 (podium)	2 366	25 467	0	0	0	0
L03	2 366	25 467	0	0	0	0
L04	2 366	25 467	0	0	0	0
L05	2 366	25 467	0	0	0	0
L06	2 366	25 467	0	0	0	0
L07 (Roof)	1 882	20 258	0	0	0	0
L08 (Roof)	195	2 099	0	0	0	0
Total	14 057	151 308	8 894	95 734	9 130	98 275

3.9 Assembly Buildings Plot Layout



GA Level 00

3.9 Assembly Buildings Plot Layout

Layout

Residential Accommodation

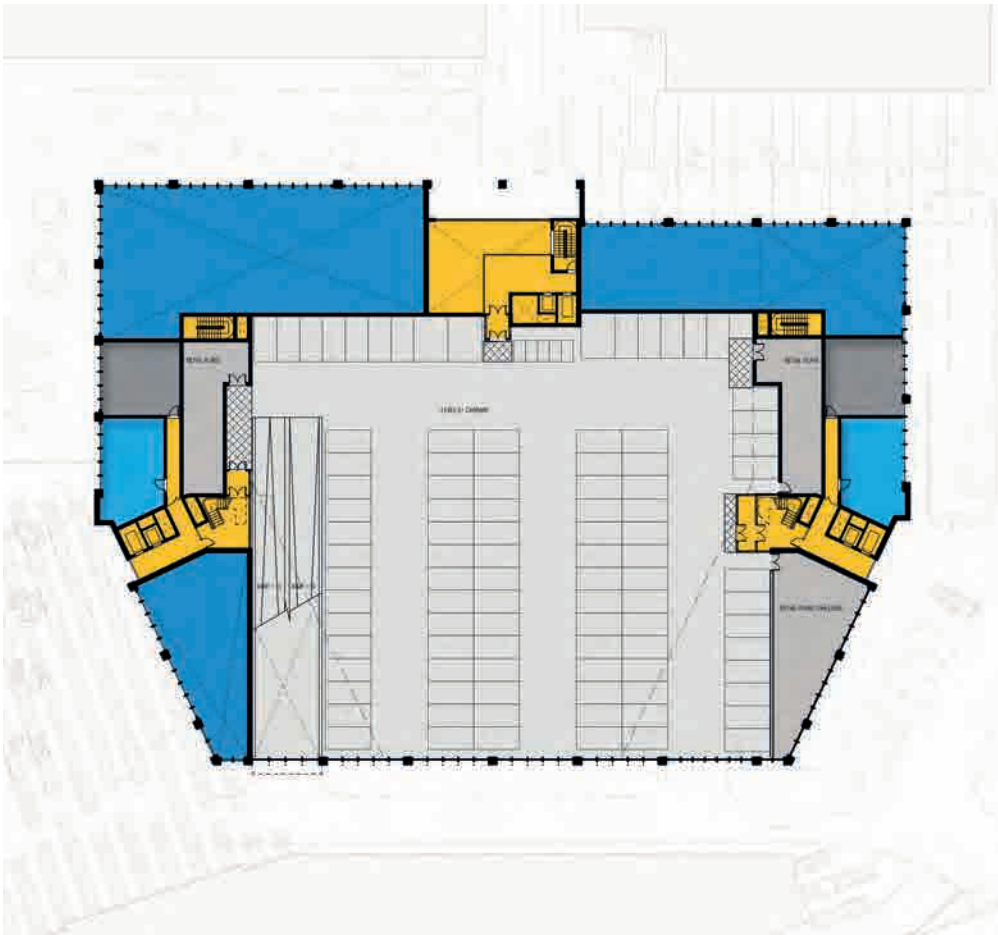
We have maintained a very clear diagram, the central corridor, and created a generous central core on each block with large glazed panels giving views to the outside. This provides a more uplifting experience for occupants and opportunity to express the core in the facade. Larger flats are given to the dual aspect areas of the plan at its corners and the kink in the long blocks.

Retail Accommodation

The retail accommodation creates a solid rind around the carpark and has been split into 2 large units plus 3 smaller units. At 2 stories high, there is opportunity internally to create a generous mezzanine level for the retailer. Each units has rear access to the carpark, bin and service areas.

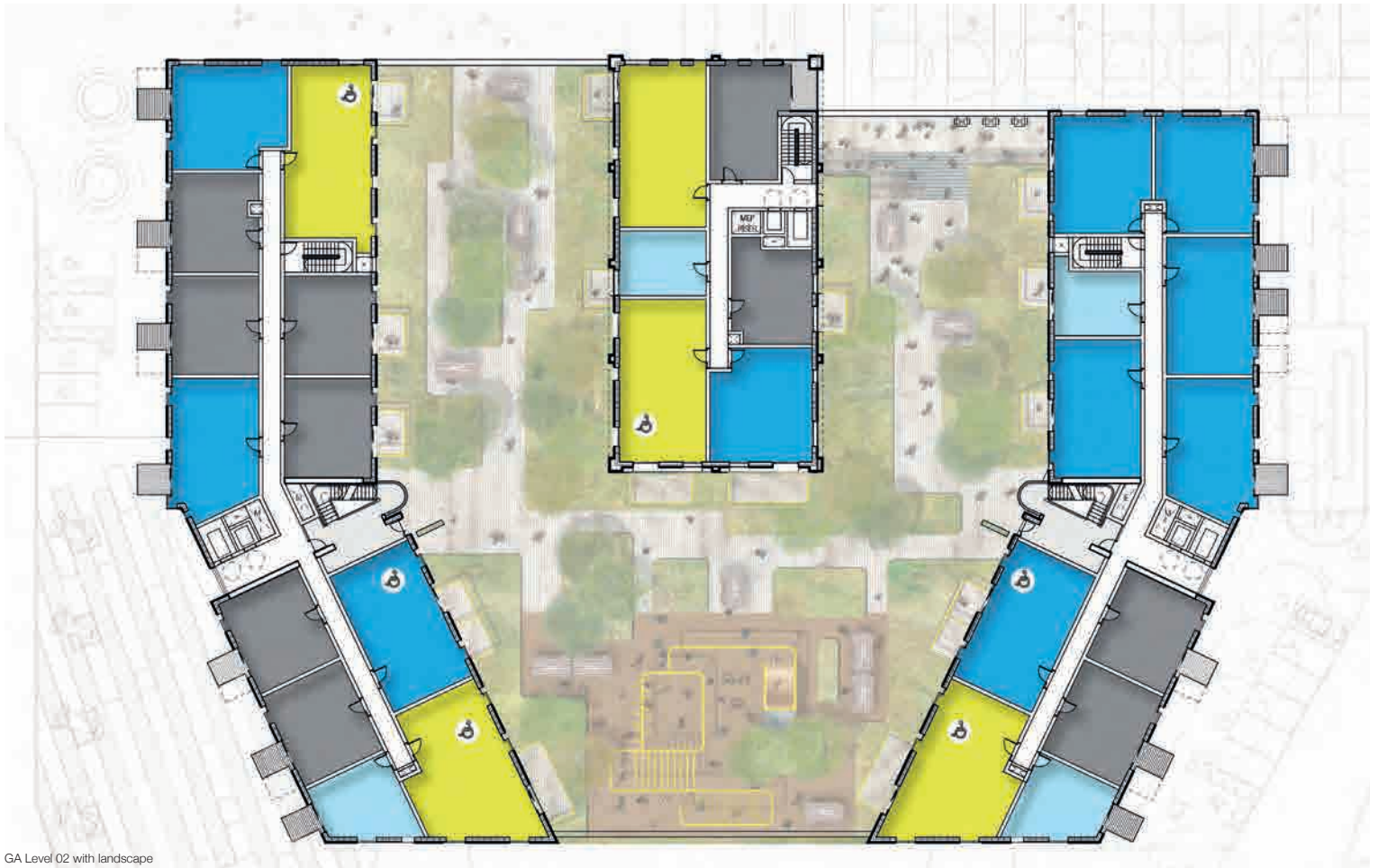
Carpark Arrangement

An efficient square-shaped zone is dedicated to the carpark and its two access points. Around the perimeter of the carpark we have provided the necessary plant, bicycle and motorcycle parking, and of course the three main residential cores.



GA Level 01

3.9 Assembly Buildings Plot Layout



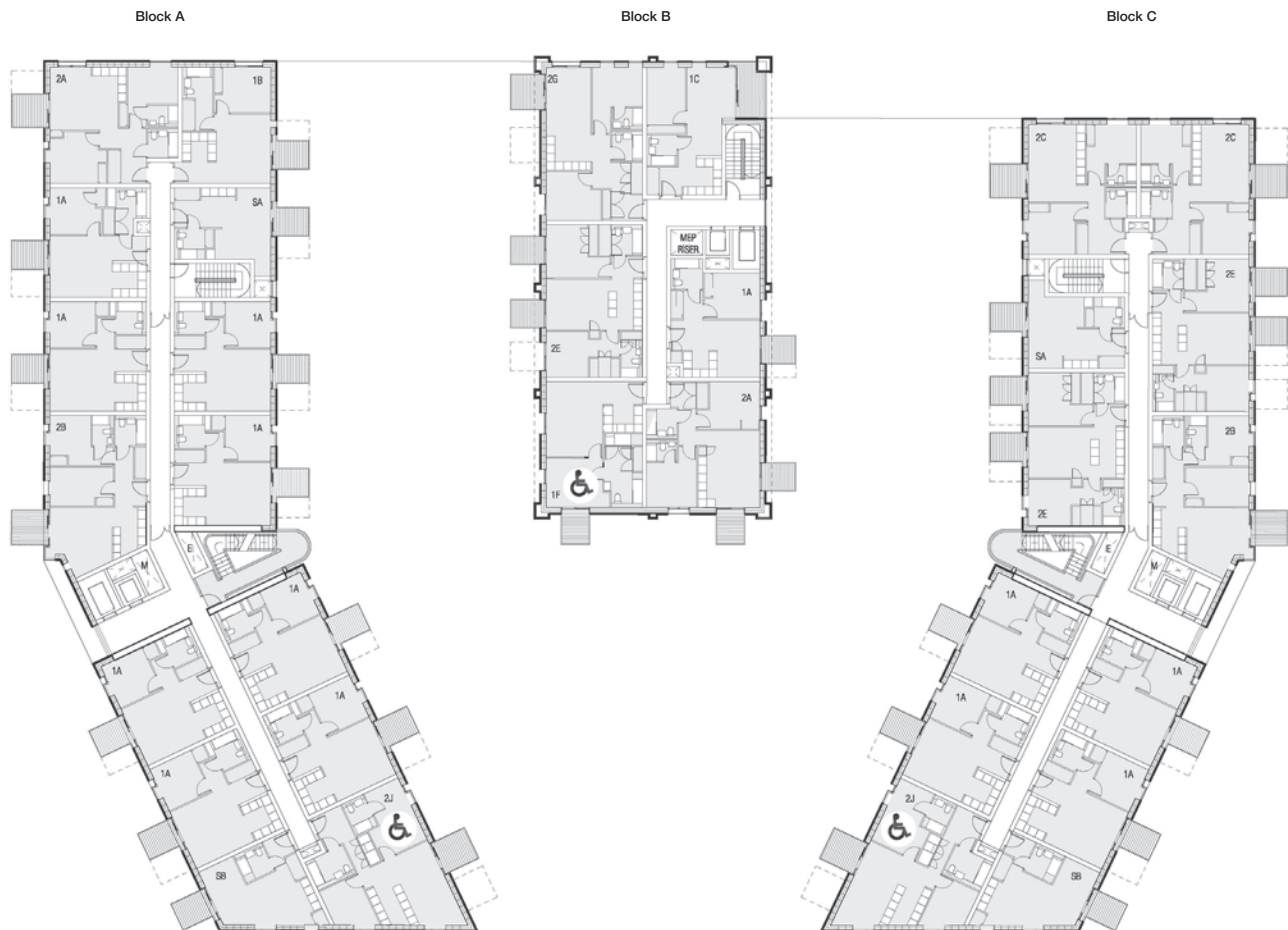
GA Level 02 with landscape

3.9 Assembly Buildings Plot Layout



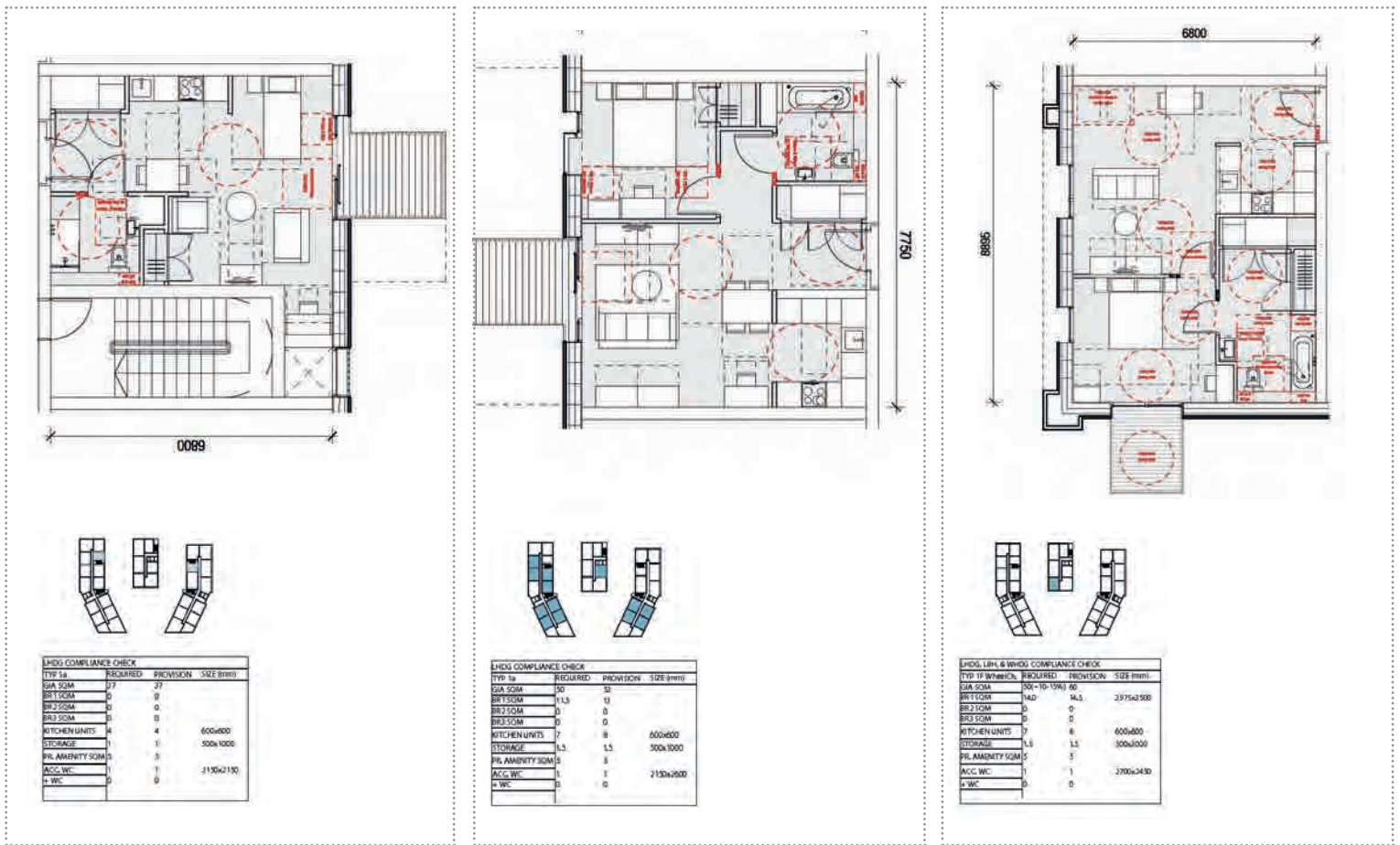
GA Level 02 layout

ASSEMBLY BUILDINGS RMA DESIGN & ACCESS STATEMENT 22.03.18



GA Level 03 & 04 layout

3.9 Assembly Buildings Plot Layout



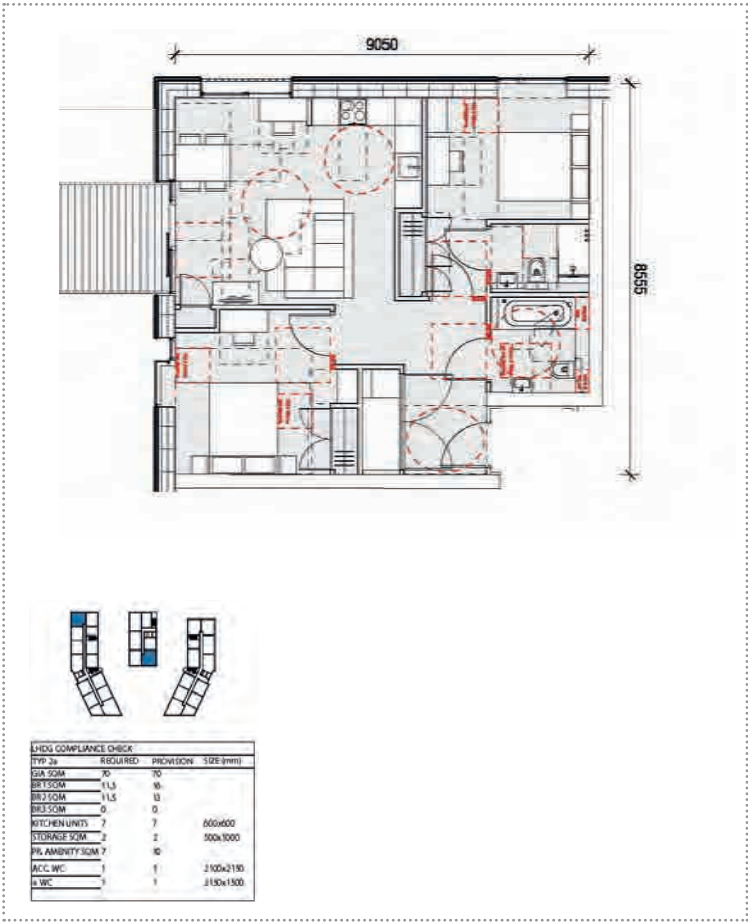
Flat Type Studio-a

Flat Type 1a

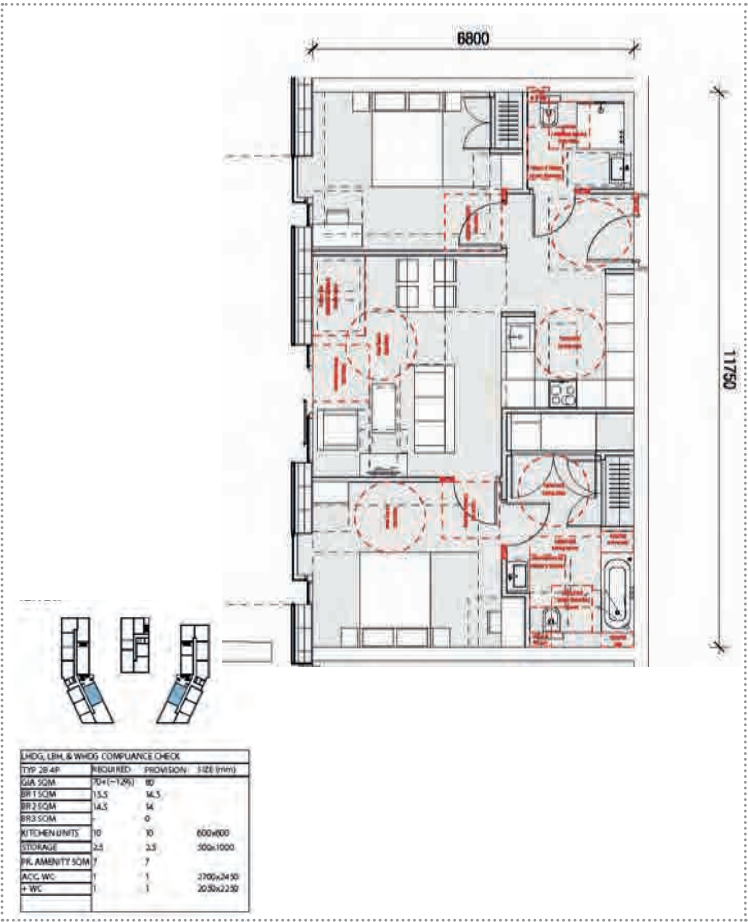
Flat Type 1f (wheelchair accessible)



3.9 Assembly Buildings Plot Layout

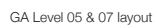


Flat Type 2a

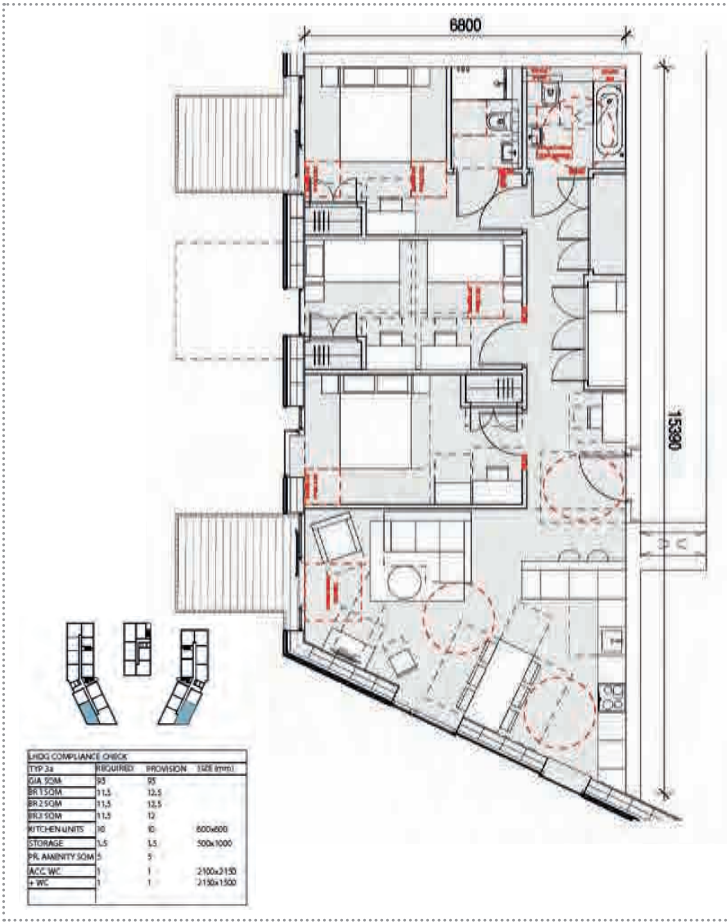


Flat Type 2h (wheelchair accessible)

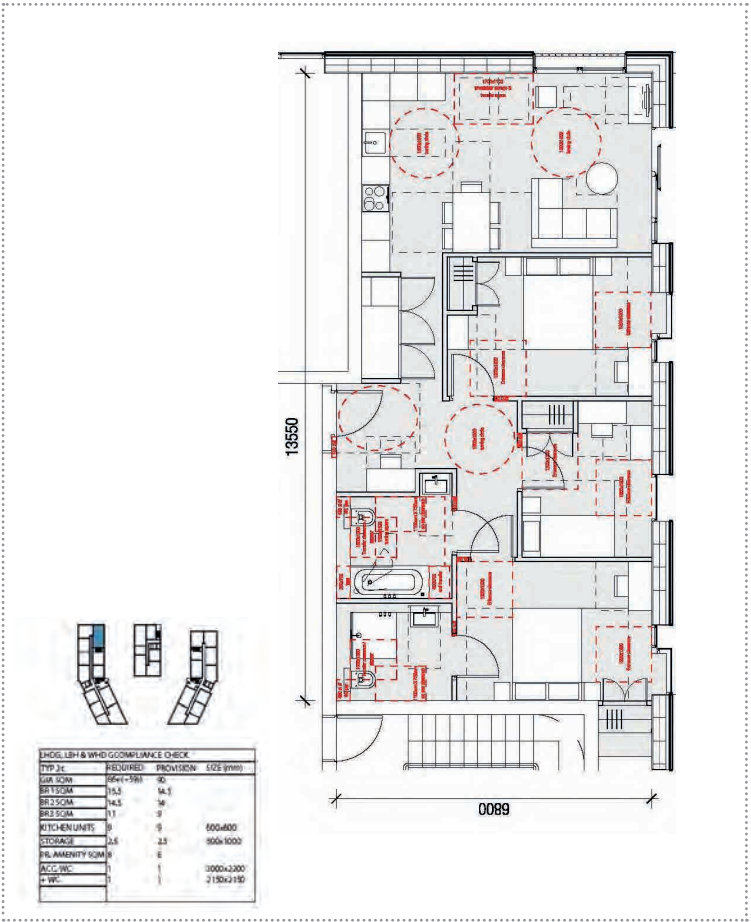
ASSEMBLY BUILDINGS RMA DESIGN & ACCESS STATEMENT 22.03.18



3.9 Assembly Buildings Plot Layout

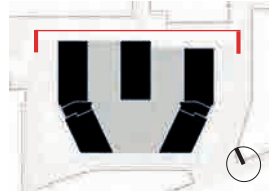


Flat Type 3a



Flat Type 3c (wheelchair accessible)

3.10 Assembly Buildings Plot Appearance



GA North Elevation

3.10 Assembly Buildings Plot Appearance

Proposed Materials: Primary



Full height terracotta panels, fire reduction finish



timber & metal composite framed glazing



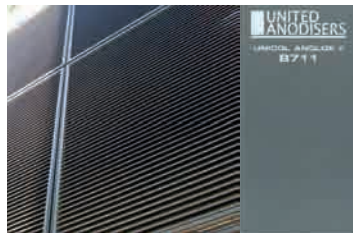
Combined mix of brick



Brick #1: Ibstock Black Smooth

Brick #2: Ibstock Atlas Smooth Blue

Proposed Materials: Secondary



anodised metal
(plinth, vent grilles)



PPC metal: RAL 7022
(all trims above ground)



Reglit planks
(Block A&C stair cores)



precast concrete
(lintels to Block B)

Overview

The Context

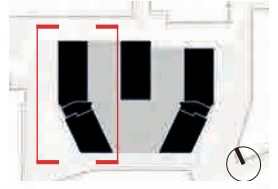
The masterplan vision had set out that the existing refurbished buildings would remain white or light so as to stand out within the landscape, whereas the new buildings should be toned to a darker more understated colour to create this contrast. Adjacent to the Assembly Buildings, the Material Store employed a reddish brick across the majority of its facade while the Boilerhouse expressed itself through mostly a palette of variegated metal tiles. We therefore needed to distinguish ourselves from this and provide a palette with its own rich and varied textures.

The Materials

Full height terracotta tiles with groove patterns cover the majority of the facade. Its finish is an iridescent dark purple called "fire reduction" and catches the light in various ways. It is complemented by an English hand-set pair of bricks, one with a more muted colour (70% of the bricks) and the other with a light silvery sheen (30% of the bricks) mixed together. Composite timber & metal windows, powder coated metal trims and painted metal balustrades complement this palette.

Secondary materials of precast concrete lintels, timber balcony flooring and Reglit vertical glass planks (to the podium side of the stair cores) are also provided.

3.10 Assembly Buildings Plot Appearance



GA Elevation, Block A East



GA Elevation, Block A West

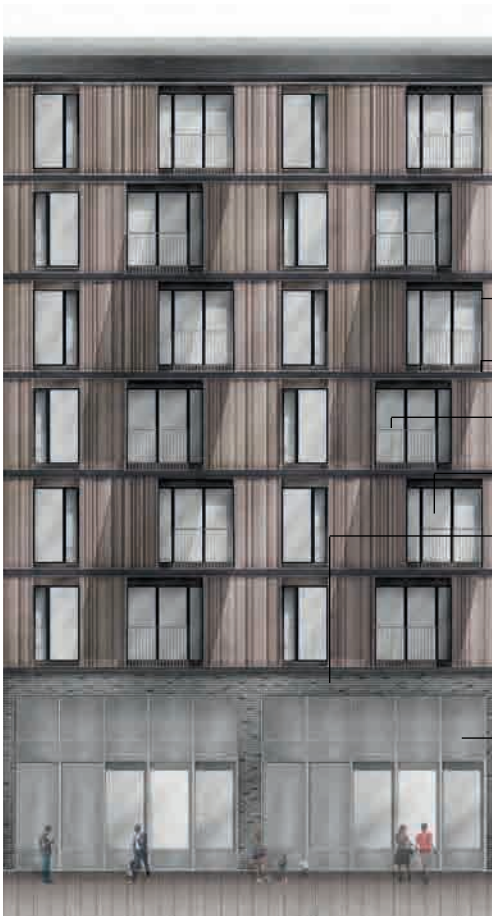
3.10 Assembly Buildings Plot Appearance

The Long Blocks (A & C)

The overall expression of this facade is more horizontal, with each floor plate emphasised with the powder coated metal trim. Within this a series of standard components, terracotta and glazing, mix and match to create a "hit & miss" pattern across the long facade.

Balconies, although numerous, remain understated so as not to overwhelm the facade and also stagger to allow for maximum daylight to penetrate glazing below them.

A deliberate shift is created to define the plinth and allow the different modules and architectural language of the retail units to continue along the ground plane. These are double story units, the scale of which is mitigated by a panellised approach creating a header and base detail in anodised metal. The anodised metal provides more nuanced sheen and a harder wearing finish for the ground floor.



Block A Bay Study (horizontal facade)

Primary Materials

- 1 Terracotta
- 2 Powder coated metal
- 3 Painted steel
- 4 Framed Glazing
- 5 Hand-set Brick

Secondary Materials

- 6 Precast concrete
- 7 Anodised metal
- 8 Reglit
(Blocks A&C stair)
- 9 Solid timber
(balcony flooring)

3.10 Assembly Buildings Plot Appearance



3.10 Assembly Buildings Plot Appearance

Bay Study 1: horizontal

These bays have 3 window types, 3 terracotta panel types and a cantilevered balcony, which can be described as follows:

Windows

The outside face of the windows is dark gray powder coated metal, with the inside, deeper mullion in timber. The framing system itself appears thin and delicate so as not to overwhelm the facade composition with metal. There is either a double sliding door, a fixed pane with a smaller openable side panel, or an undulating window with an outer and recessed component. To create depth and shadow each is set in a slight different depth in relation to the solid facade.

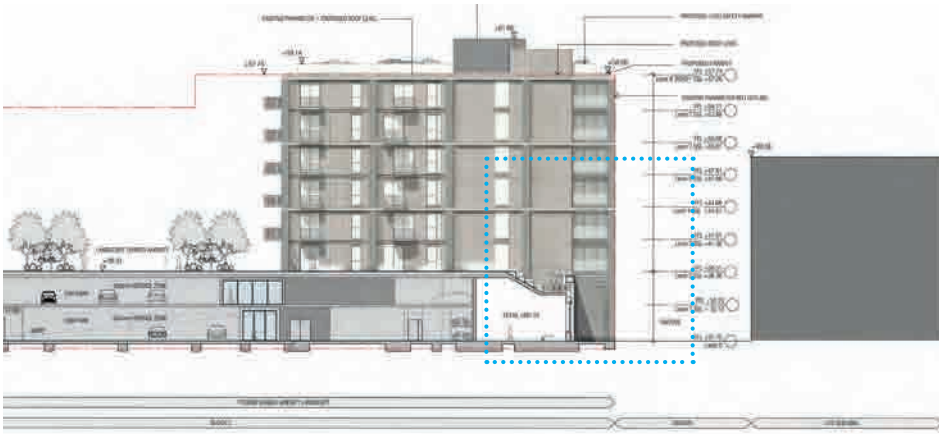
Balconies

Fixed to the structural slab as a bolt-on, cantilevered steel structure, the balconies are lightweight with a timber floor finish. The surrounding balustrade of painted metal fins runs down past the floor construction to align with the bottom.

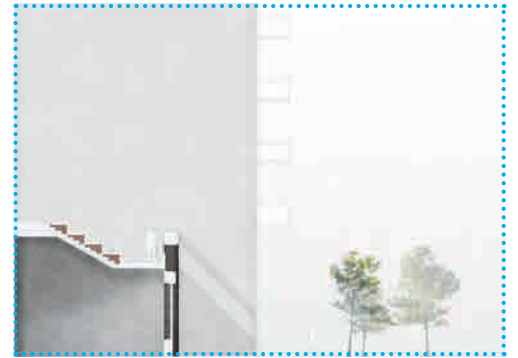
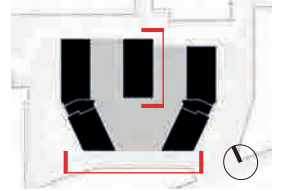
Terracotta

These panels are full height and fixed to the facade with a backing rail system attached to MetSec inner lining. Trims and gaps are kept to a minimum and where required use a T-shaped metal lining.

3.10 Assembly Buildings Plot Appearance



GA Block B East Elevation

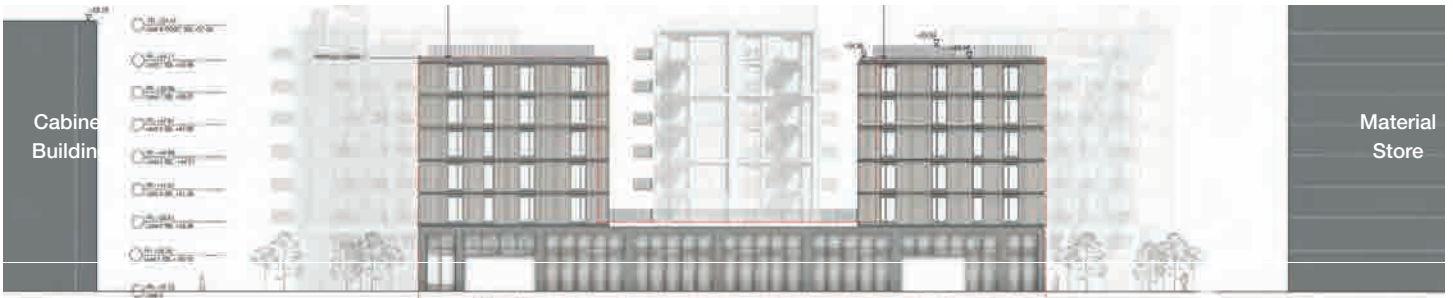


Enlarged section at 1st floor podium terrace

(A)

(B)

(C)



GA South Elevation

3.10 Assembly Buildings Plot Appearance

The Short Block (B)

This block uses some subtle variations to the main long blocks to provide more character the large site. Terracotta and window components are similar, through windows are set to the inside line of the facades. This is to enable the maximum facing distance to neighbouring facades in the other blocks.

Primarily, the difference is in how the scale is expressed. Through the use of dark brick piers and precast concrete lintels we have emphasised a two story scale, more square than horizontal. A depth of shadow is created by this language of framing across the facade. Similar to the other blocks, opening windows are full height with juliet balconies.



Primary Materials

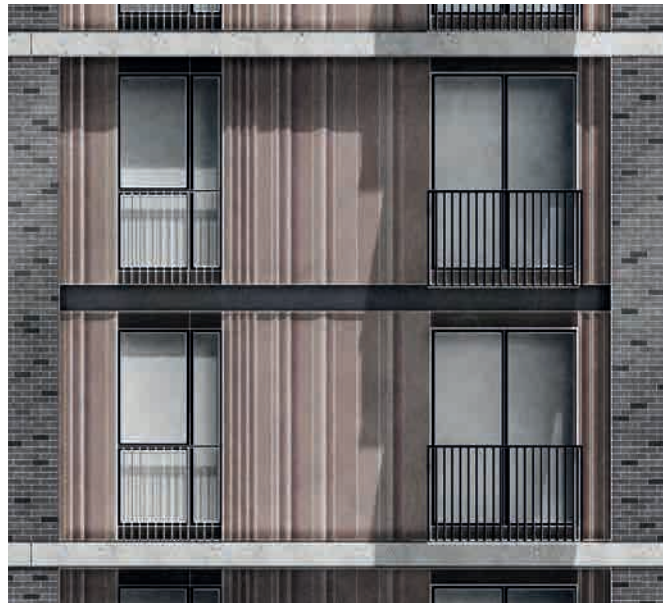
- 1 Terracotta
- 2 Powder coated metal
- 3 Painted steel
- 4 Framed Glazing
- 5 Hand-set Brick

Secondary Materials

- 6 Precast concrete
- 7 Anodised metal
- 8 Reglit
- 9 Solid timber

Block B Bay Study (grid facade)

3.10 Assembly Buildings Plot Appearance



3.10 Assembly Buildings Plot Appearance

Bay Study 2: grid

Here you can see the two story scale expressed through the frame and infill approach. The material palette is similar, but it uses a different series of setting out points to create variety in the overall scheme. The brick is still that used on the plinth, and indeed this facade approach is reflected in the squarish pattern used along the whole plinth. This ties the overall architectural language together in one cohesive whole.

3.10 Assembly Buildings Plot Appearance



Retail Bay Study (grid facade)



3.10 Assembly Buildings Plot Appearance

Bay Study 3: plinth

A variation on a theme, bay study 3 is similar to bay study 2 in geometry, however it uses glazing, brick and anodised metal as its main components. Glazing is lofty but not overwhelming, with some solid panels in each bay for an appropriate retail scale. The signage strategy is still being considered as an overall masterplan strategy but we have provided opportunities for it to sit in a series of different ways within the bay.

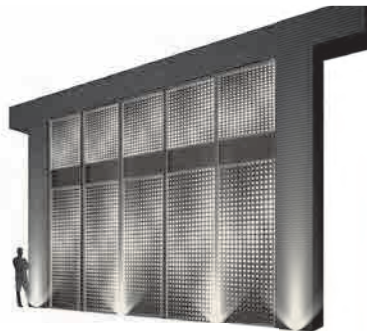
The plinth covers primarily the retail zone but also encloses the carpark and plant areas along the rear of the building. In these instances the panellisation is repeated but the infill is patterned perforate metal to maintain continuity whilst meeting the requirements of the carpark ventilation.



Carpark Bay Study (grid facade)



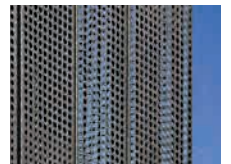
Carpark Bay Sconce Lighting Study (night view)



Carpark Bay Up-Lighting Study (night view)



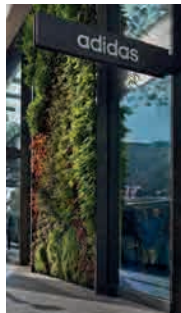
Lighting Examples



Perforated Metal Example



3.10 Assembly Buildings Plot Appearance



Retail Signage Strategy

The retail signage strategy is still in development with the client and expected to be submitted as per the planning conditions. Consistency across the masterplan is the critical focus. Within this the objective is to remain appropriate to the scale of this locality whilst providing impact for the retailer.

The Assembly Buildings have provided a series of opportunities for signage to occur, including

- * within the shops itself as a neon or backlit sign
- * as fins extending out from the external facade
- * surface mounted and backlit at high level
- * vinyl glass mounted lettering with no lighting

3.10 Assembly Buildings Plot Appearance

Roof Level

The roof levels occur at the 7th and 8th floors, with pop-ups for stair and lift cores on each block. Shared amenity occurs at 7th floor (Blocks A & C south) and at 8th floor (Blocks A & C south and all of Block B). Where shared amenity occurs we have allowed for a 1.5m planted edge to the perimeter as a further safeguard for occupants.

Parapets are either 1100mm above the finish roof level, where the roof is occupied by shared amenity, or a low level upstand where the roof is unoccupied. The latter condition will provide safe latchway balustrade set far back from the perimeter to allow maintenance when required.



GA Roof Plan

3.11 Assembly Buildings Plot List of Drawings for Approval

Drawing List

Document title	Document No.
10 SITE	
PROPOSED SITE PLAN	A-1000
PROPOSED APARTMENT MIX	A-1050
22 GENERAL ARRANGEMENT PLANS	
PROPOSED GA LEVEL 00 FLOOR PLAN	A-2200
PROPOSED GA LEVEL 01 FLOOR PLAN	A-2201
PROPOSED GA LEVEL 02 FLOOR PLAN	A-2202
PROPOSED GA LEVEL 03-04 TYPICAL FLOOR PLAN	A-2203
PROPOSED GA LEVEL 05-06 TYPICAL FLOOR PLAN	A-2204
PROPOSED GA LEVEL 07 FLOOR PLAN	A-2205
PROPOSED GA LEVEL 08 ROOF PLAN	A-2206
32 SECTIONS	
PROPOSED SECTION AA	A-3200
PROPOSED SECTION BB	A-3201
33 ELEVATIONS	
PROPOSED NORTH ELEVATION	A-3300
PROPOSED BLOCK C EAST ELEVATION	A-3301
PROPOSED SOUTH ELEVATION	A-3302
PROPOSED BLOCK A WEST ELEVATION	A-3303
PROPOSED BLOCK A EAST ELEVATION	A-3304
PROPOSED BLOCK B EAST ELEVATION	A-3305



04 Landscape

4.1 Landscape Concept

Assembly Buildings Landscape.

The Assembly Buildings landscape forms part of the larger Old Vinyl Factory Masterplan. The design of the ground floor public realm aims to integrate the site with the wider masterplan. The design of the podium landscape creates a contrast to the experience of the ground floor public realm and aims to compliment the architectural language of the Assembly Buildings.

The design can be divided into the following four character areas:

1. The ground level public realm and streetscape: the Groove is the area of public realm located to the north of the Assembly Buildings. This is the main pedestrian route that connects the entirety of the site.
2. Podium Landscape: the podium garden is a semi private podium designed for use by the residents of the Assembly Buildings. It is located above a ground level car park includes boundary planting providing privacy, residential gardens and a generous play area.
3. Walled Gardens: the walled gardens are located on the 7th floor of block A and C. They provide a more secluded area for seating amongst a unique mix of ornamental plants.
4. Roof Terrace: the Roof Terrace is located on level 8 of block B. Small areas for seating are proposed amongst an undulating green roof focused on improving ecology.

The concept for the Assembly Buildings landscape focuses on creating a sequences of spaces that change as someone moves through them. From the industrial surrounding context, through the urban public realm, and into lush residential podiums. Each landscaped level within the Assembly Buildings also aims to provide a different function and have a different character.

Our design looks at enhancing these different characters as much as possible.



4.1 Landscape Concept

A sequence of spaces.



1. Arrival at station
Industrial context

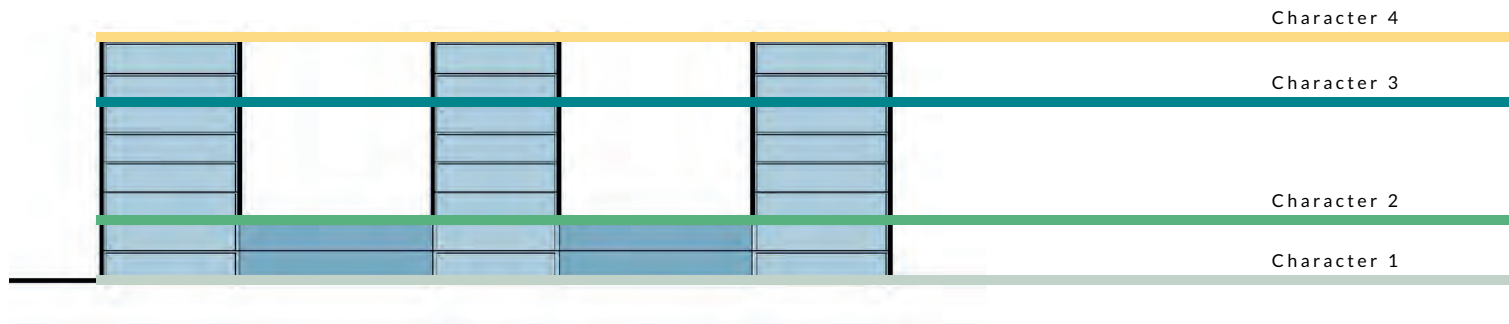


2. Walking through site
hard working urban landscape



3. Arriving at flat
verdant podium landscape

Landscape characters.



4.2 Landscape Ground Floor Public Realm

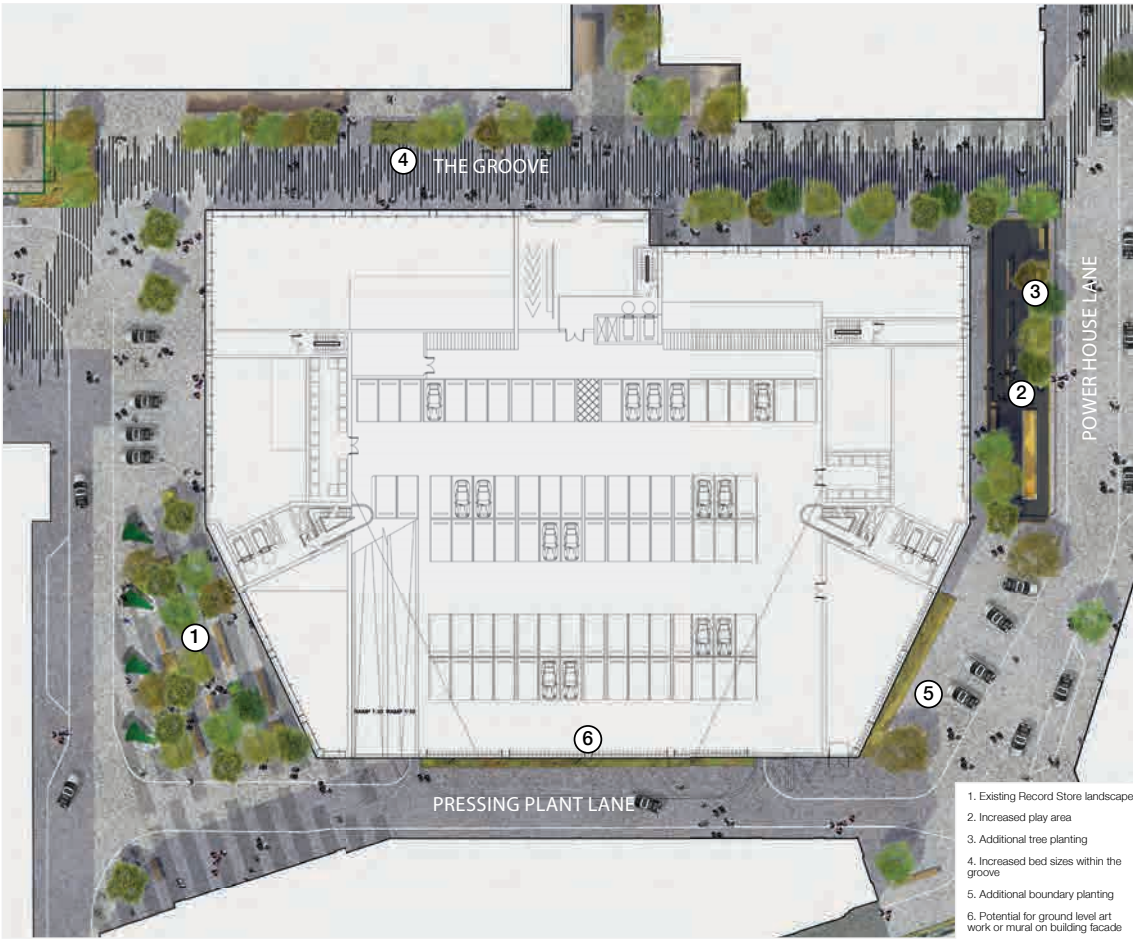
Ground Floor Landscape.

The ground floor landscape and public realm around the Assembly Buildings have been designed to tie in and match the landscape design for the wider masterplan. We are proposing the following changes from the outline planning application:

1. The Record Store Landscape is the first phase of Old Vinyl Factory landscape design to have been built. Its uses naturalistic planting, a simple material palette, robust industrial furniture and sculpture that references the sites history. An image of the completed project can be seen on the right.
2. Increased size of play area within Powerhouse Lane to make this a more usable and diverse play area with a greater amount of play equipment and greater amount of planting. We have maximised the size of the play area whilst ensuring the GLA standards are met and site wide play aesthetic is maintained.
3. Increase number of trees both within the play area and on the street itself. The location of these new trees have been coordinated with installed utilities and services and aim to reduce the amount of hard landscape within the street.
4. Increased width of plant beds located in the groove to increase the overall amount of site wide soft-works.
5. Proposed boundary planting is located at ground level along Pressing Plant lane and to the south east corner of the building. The planting palette is to match the naturalistic character of that at the Record Store and climbing plants are to be proposed where feasible.

6. In order to activate and improve the experience of Pressing Plant lane located between the Record Store and The Assembly Buildings a mural or art work is proposed on the facade of the building.





Ground Floor Landscape Plan



Climbing plant species on wall that receives greatest amount of sun



Naturalistic planting matching that at Gramophone Grove



Facade graphic relating to the sites history

1. Existing Record Store landscape
2. Increased play area
3. Additional tree planting
4. Increased bed sizes within the groove
5. Additional boundary planting
6. Potential for ground level art work or mural on building facade

4.2 Landscape Ground Floor Public Realm

Play + Amenity Requirements.

The areas that are required for amenity have been calculated using Hillingdon Design and Accessibility Statement Supplementary Planning Document - Residential Layouts SPD (2006). A total area of 4,300m² is required. 1,147m² of which is provided on private balconies which are included in the calculations based on the guidance above. Of the semi public amenity space 1,983m² is provided on level 02, 510m² is provided on level 07, 660m² is provided on level 08.

The areas that are required for play have been calculated based on the GLA guidance 'Shaping Neighbourhoods: Play and Informal Recreation Supplementary Guidance, 2012'. A total area of 185m² of play is required and this is mainly for children under 5 who require play close to their home. Play for older children is provided in the Vinyl Square Playground, The Powerhouse Lane playground, and Vinyl Square playground. The size of the Powerhouse Lane playground has been increased to make this a more usable play area.

The design of two play areas are covered in this planning application. The play area at ground level on Powerhouse Lane and the Assembly Buildings podium playground. All play space will be designed in accordance with prevailing standards and best practice.

The Powerhouse Lane playground will have a variety of sensory play equipment that matches the style of the other play equipment found through out the masterplan. Yellow, steel tube work, dark rubberised surfaces and integrated trampolines are located amongst tree planting.

The podium play is for residents of the Assembly Buildings is described in further detail on the following pages of this document.



4.3 Landscape Sunlight Study

Sunlight Study.

A sunlight study has been conducted by GL Hearn. This study helped inform both the programme and the planting specification for the podium landscape. Roof gardens are exposed to full sun.

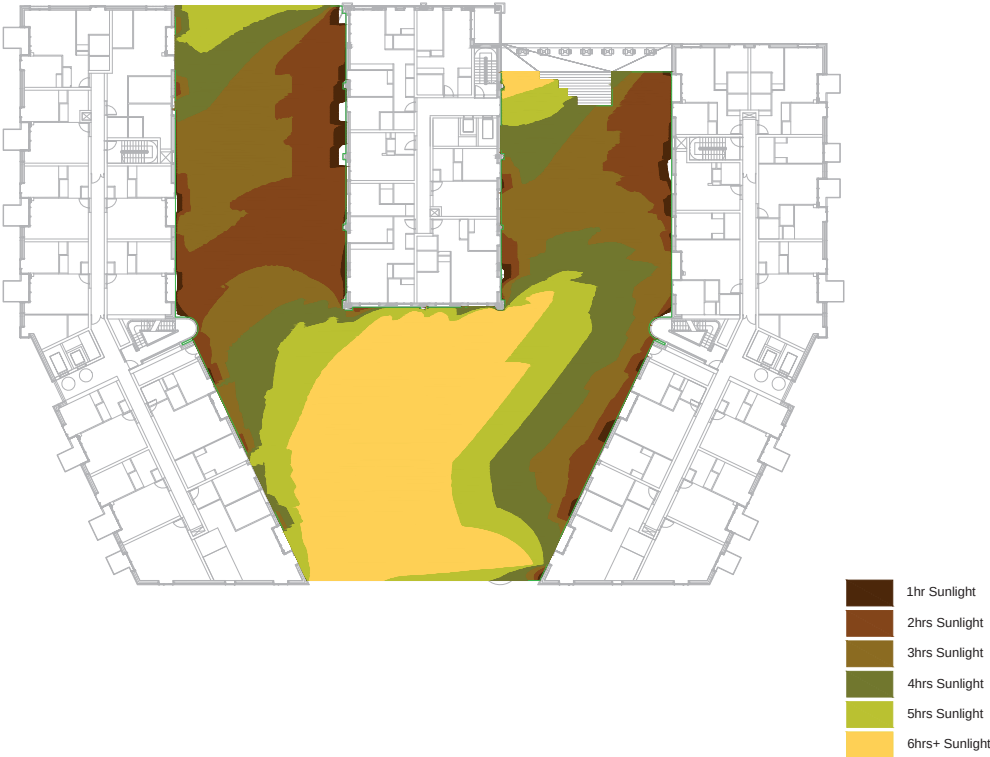
Play is located in the sunniest area within the podium ensuring sunlight standards are met. Seating of different sizes has been located in a variety of locations from full shade, partial and dappled shade, to full sun. This allows gathering and socialising to take place at different times of the year.

The planting palette has been selected to be able to withstand a wide range of conditions from complete shade to full sun. The level of sun exposure changes dramatically in many areas throughout the day and the planting needs to be able to thrive in these changeable conditions.

Diagram on this page shows sunlight Analysis - March 1st.

Diagram on opposite page shows sunlight Analysis - June 21st.





4.4 Landscape Play and Amenity

Podium Play Area.

The Assembly Buildings podium play area is located at the centre of the podium which allows for overlooking from all directions. As described on p70 of the Play and Informal Recreation SPG play areas for the youngest children should not be more than 15m away from a residential frontage and should be well overlooked. This central location also gets the most sunlight on the podium, whilst the integration play equipment amongst tree planting ensures shade is also created.

A mixture of timber play equipment and sensory play equipment has been chosen to reflect the natural and planted aesthetic of the podium and to create a play area that is engaging for all children. The equipment is placed in a way that creates a circuit amongst plant beds. Some of the play equipment can also be used for adult exercise ensuring that the playground is an area used by all the residents and maximises how much the area is used throughout the day and year.

A rubberised surface is proposed below all play equipment to ensure a safe environment. The planting also aims to be engaging for children with the introduction of sensory species Picnic tables are located around the play area allowing parents to sit down whilst still being able to see their children play.



Example of potential timber play equipment



Examples of sensory play



Podium Play Plan

4.5 Landscape Podium Landscape

Podium Landscape.

A large podium landscape is located at level 01. It is envisaged that most residents will enter their home through this landscape. Our design aims to create a compelling place for residents to socialise, exercise, relax and play. The design must also provide adequate privacy for flats that face the podium, help alleviate water run off, and work with the structural design.

The majority of residents will enter the podium through a stepped access halfway between level 00 and level 01. This stepped access helps maintain a relationship between the planting and activity of the groove and the planting and activity of the podium. Integrated timber seats create an opportunity to sit and look back at the Powerhouse and the Groove.

Lush, verdant planting aims to create a unique arrival at podium level. As the user moves through the podium this planting starts to break up and reduce in its intensity, eventually giving way to a generous play area integrated and surrounded by planting.

The podium receives a variety of sun exposure throughout the day meaning there is always an area in full sun, dappled shade and full shade.

The podium landscape will be accessible to residents and employees of TOVF estate during working hours (Monday-Friday 9am-5pm). These users are required to sign up for this access and have to sign in at the entrance concierge of Block B.

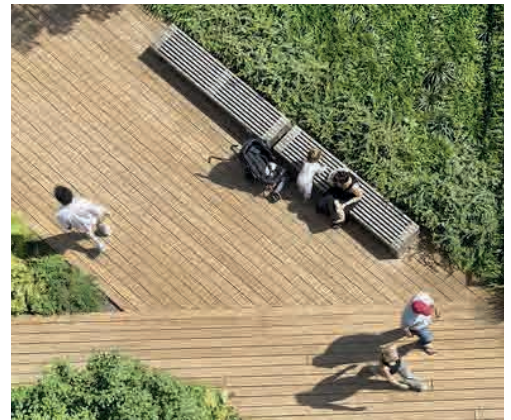
The podium will be accessible to residents of the Assembly Buildings 24 hours a day.



Example of planting defining residential entrance



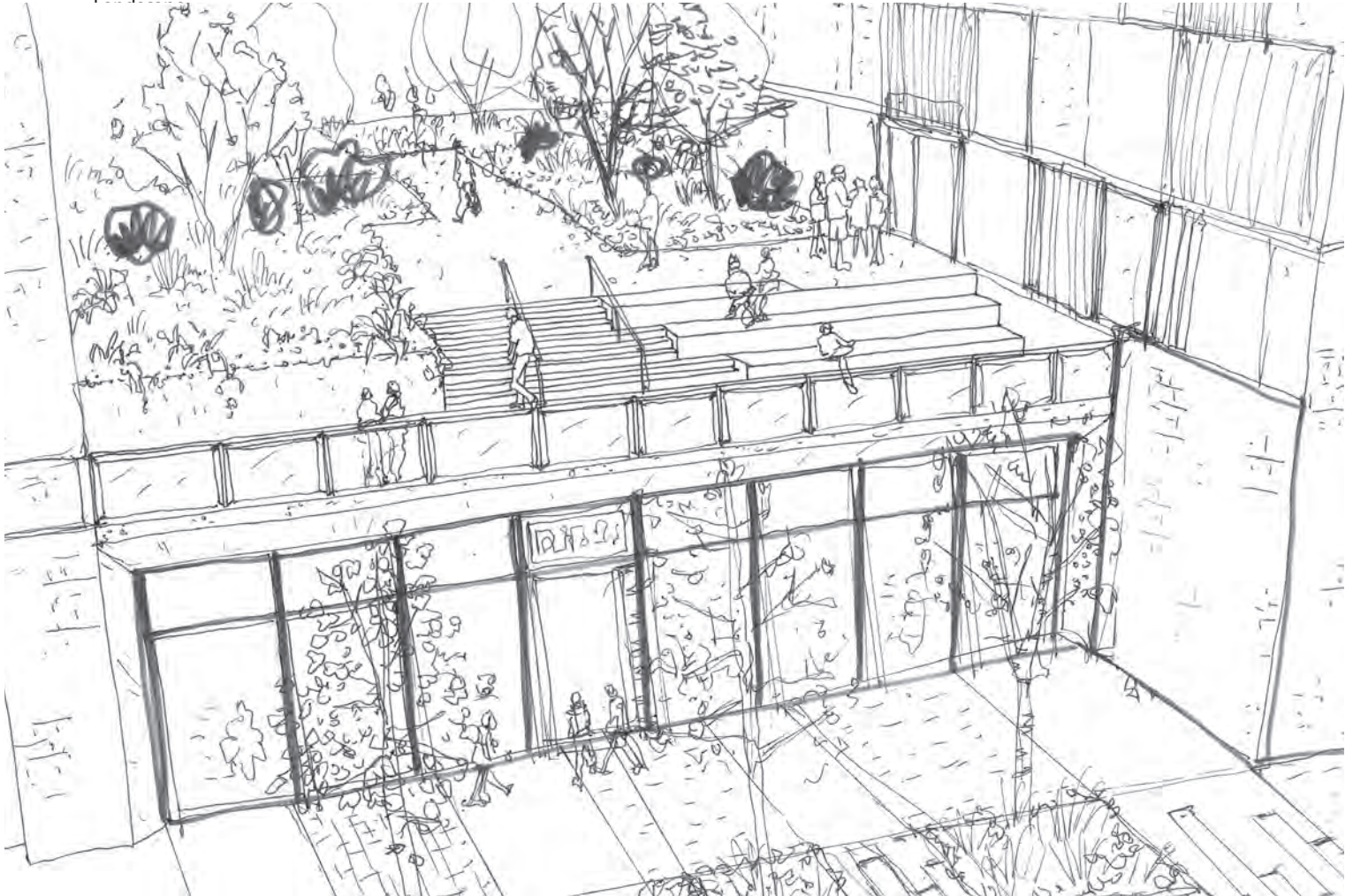
Example of generous podium planting with narrow pedestrian access



Example of integrated planting, seating and circulation on multiple levels



Podium Landscape Plan



Indicative view of stepped podium terrace that faces The Groove



Indicative view from podium towards Power House

4.5 Landscape Podium Landscape

Planting Approach.

Studio Egret West's approach to planting is to create a plant community similar to that which is found in nature. In order to achieve this four specific plant layers are created. These layers can be categorised as functional layers that provide diversity and an ecological function, and design layers that respond to seasonal changes and form peoples impression of the landscape. Each of plant layers is described below:

1. Structure and framework plants. This layer is made up of trees, shrubs, uprights grasses, and large leaved perennials. Plants have distinct forms, are long lived and form the visual structure of the plant bed.
2. Seasonal theme plants. This layer is made up of mid-height plants that become visually dominant during a season because of their colour or texture.
3. Ground cover plants. These fill every bare patch of soil, help prevent soil erosion, prevent weeds and help create a natural mulch.
4. Filler plants. These are short lived species that temporarily fill gaps and add short seasonal display.

All planting on a raised podium or terrace uses a lightweight soil, reducing the impact of loading on the structure below. This ensures adequate soil depths can be maintained for trees and shrubs. We are proposing a drought tolerant planting selection that will thrive in lightweight soil and provide a more sustainable maintenance strategy.

No existing trees within the planning boundary will be retained. All trees that are being removed across the site are being replaced 1 for 1.

For full planting layout and species specification refer to SEW planting plans and planting schedule submitted as part of the planning application:

0316-SEW-ZZ-01-DR-L-301100

0316-SEW-ZZ-01-DR-L-301101

0316-SEW-ZZ-01-DR-L-301102

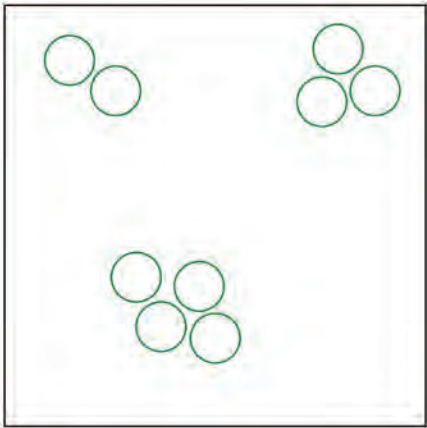
0316-SEW-ZZ-01-DR-L-301103

0316-SEW-ZZ-01-DR-L-301104

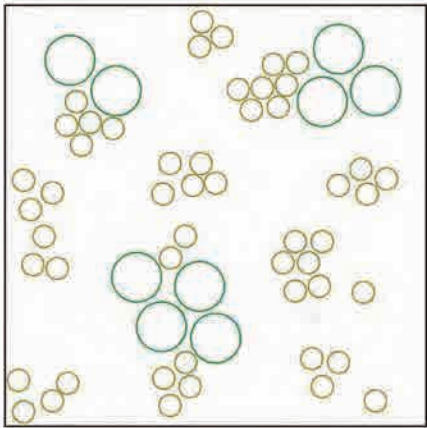
0316-SEW-ZZ-01-DR-L-301105

0316-SEW-ZZ-ZZ-SH-L-001000

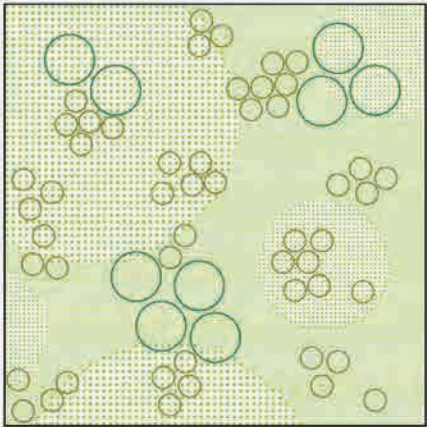
1. Structure and framework plants



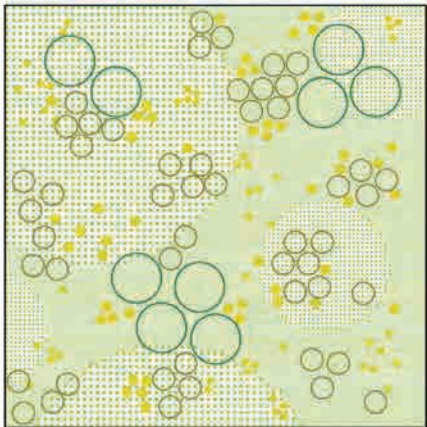
2. Seasonal theme plants



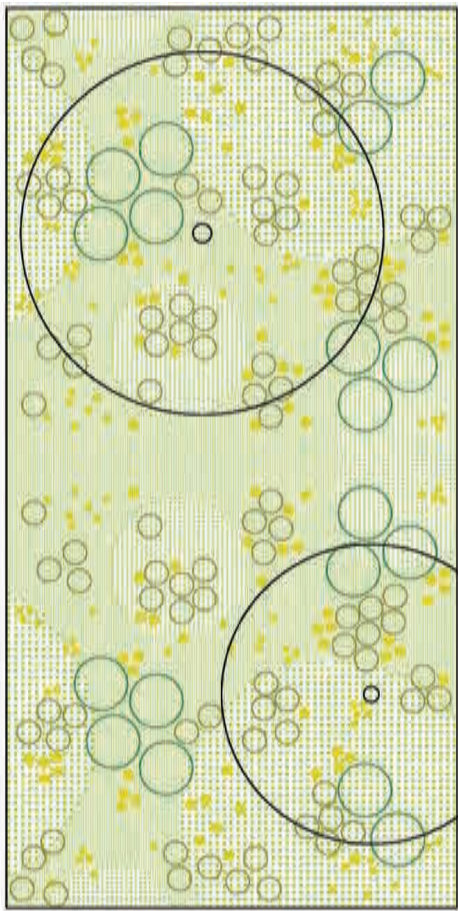
3. Ground cover plants



4. Filler Plants



Layered planting community



Podium Landscape Plan

4.5 Landscape Podium Landscape

Character Areas

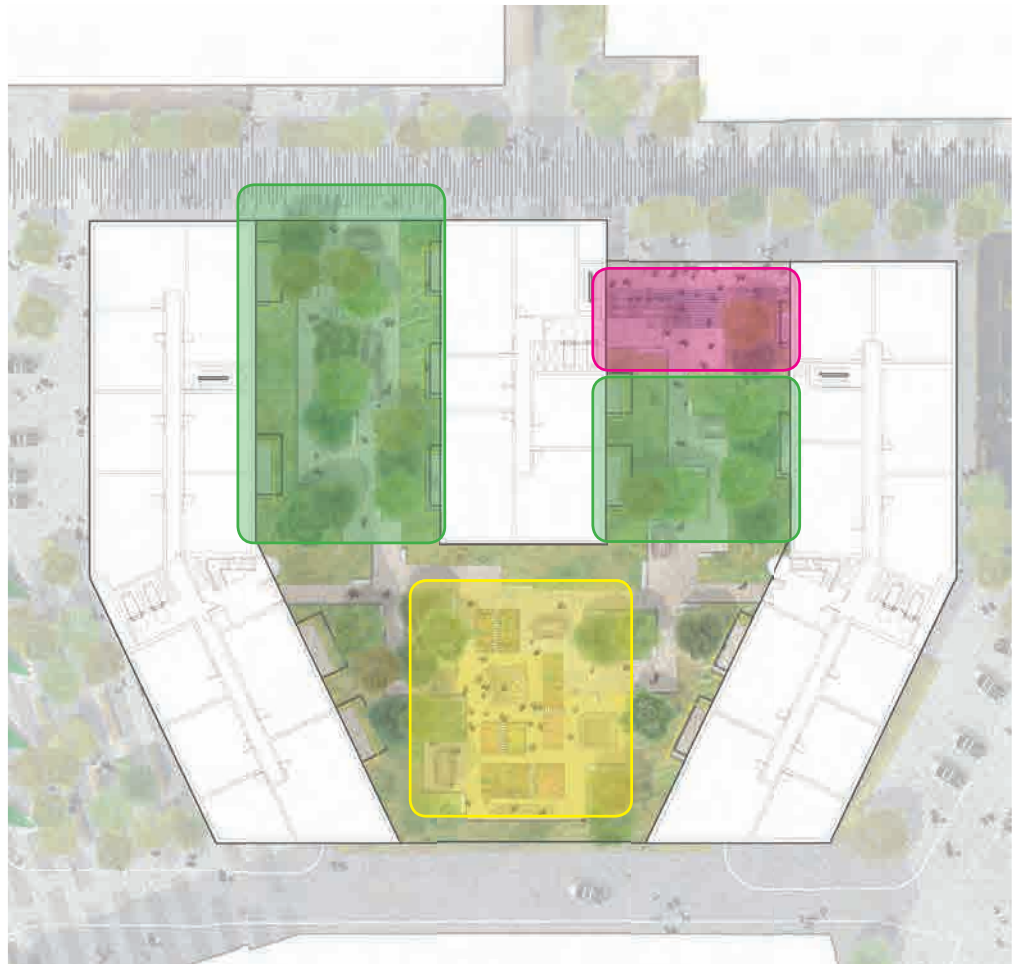
The planting design on the Assembly Buildings podium is constructed of the four planting components described on the opposite page. These components are used in different ratios to create four subtly distinct planting character areas. Each planting character area will have different qualities and create a different experience for the residents as they move through the garden.

The four character areas are described below and illustrated on the diagram opposite.

 **Arrival**
High impact planting to demarcate arrival at podium

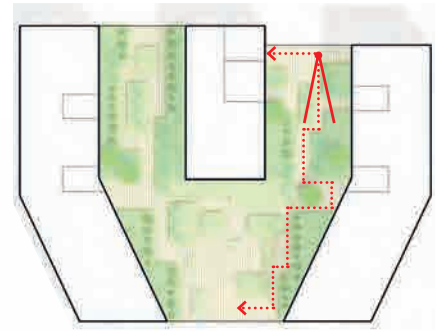
 **Residential Garden**
Large beds utilising contrasts of light and shade. A place to stop and sit. Planting that builds up anticipation.

 **Play Space**
Smaller beds breaking down intensity of planting. More room and choices for circulation. Sensory and robust planting suitable for play.



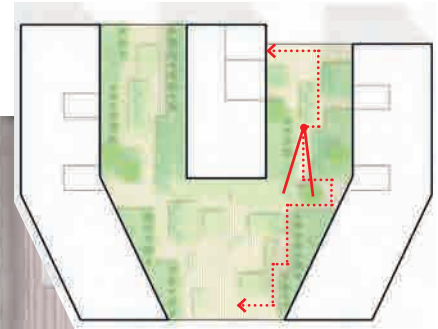
PODIUM PLANTING - ARRIVAL

The planting at the arrival of the podium has been designed to have a high intensity to ensure there is an impact on arrival. Planting of height provides privacy and demarcates entrances. Dense planting provides secluded areas to stop and sit. A variety of plant heights and forms creates different levels of exposure and shade. Ground cover ensures full beds.



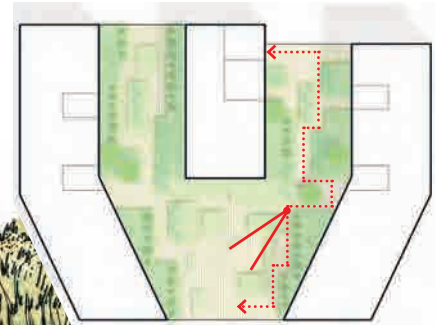
PODIUM PLANTING - RESIDENTIAL GARDEN

Grass swathes at bed edges provide a defensible boundary, offer privacy, and dictate circulation. The plant selection within the residential gardens has high tactile qualities providing year round interest. The arrangement of the planting aims to create contrasting open areas in full sun and secluded areas of dappled shade. Specimen species with strong structure have been chosen to create a rhythm through the space.



PODIUM PLANTING - TRANSITION

This section of planting is at the transition from enclosed, intense planting in to more open, simple planting. Low, humped plant beds allow for visibility into the play space and have a reduced influence on circulation. There is a greater intricacy in the textures and grain of the planting, whilst more robust species have been chosen to accommodate less formal circulation.



4.5 Landscape Podium Landscape

Technical Considerations.

In order to ensure the envisioned planting and material palette can be achieved we have considered specific technical requirements to building landscape works above a slab. We have reviewed the following items:

1. Soil

We are proposing that lightweight soil is used on all levels apart from the ground floor. This ensures adequate soil depths can be achieved without compromising the structural design. As a result of lightweight soil being very free draining we have specified drought tolerant plant species. These species require a lower watering and maintenance strategy than traditional planting, helping to increase the sustainability of the project.

2. Soil Depths

In order to achieve adequate soil depths we are proposing a 150mm raised edge, with 250mm of soil below surface level. Where greater soil depths are required, such as around trees and shrubs, we have left enough room to locally mound soil to a maximum of 1m. Mounded slopes will be no steeper than 1:3.

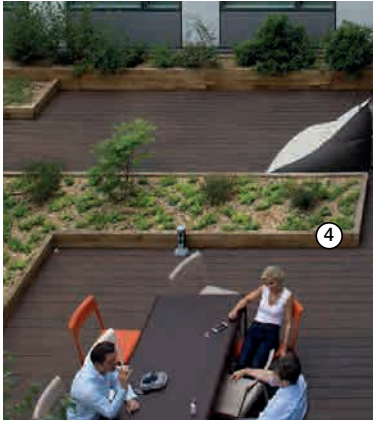
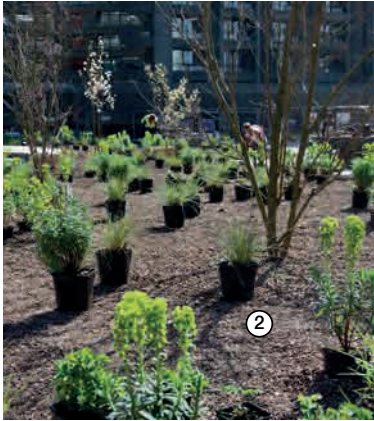
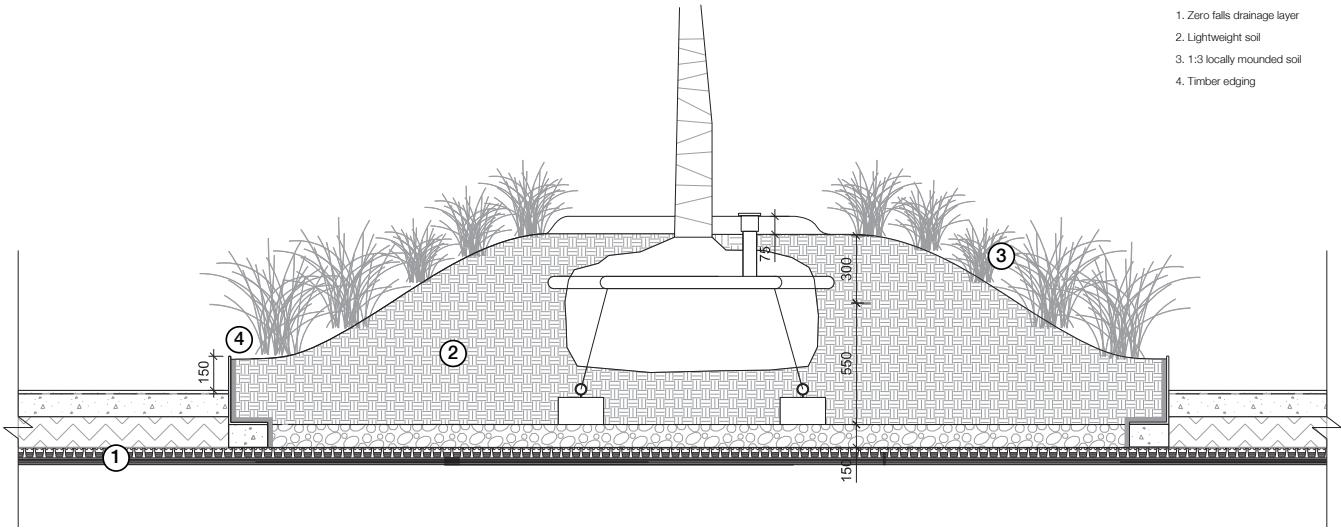
3. Drainage

We are proposing a zero falls drainage system that attenuates a layer of water before it is discharged. This ensures that build ups are consistent across podiums and ensures any surface material can be specified, from resin bound gravel, to paving to decking. Attenuated water can also be utilised by planting above.

For further information refer to landscape detail drawings submitted as part of the planning application:

0316-SEW-ZZ-00-DR-L-002101
0316-SEW-ZZ-00-DR-L-002102
0316-SEW-ZZ-00-DR-L-002103
0316-SEW-ZZ-00-DR-L-002104
0316-SEW-ZZ-00-DR-L-002105

- 1. Zero falls drainage layer
- 2. Lightweight soil
- 3. 1:3 locally mounded soil
- 4. Timber edging



4.5 Landscape Podium Landscape

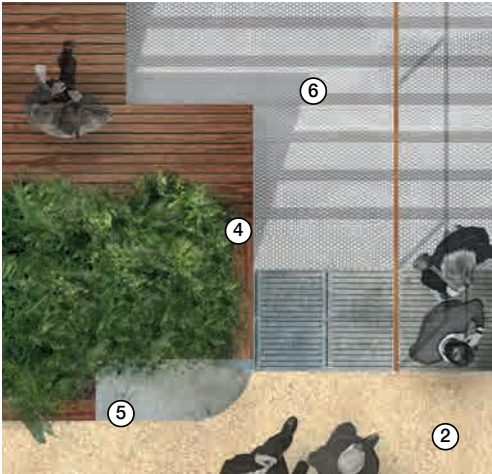
Podium Materials.

Given the size of the podium the material selection will be important to ensure it has a characterful, residential feel. To ensure this is the case we are proposing a zero falls drainage system that will allow flexibility in terms of material selection.

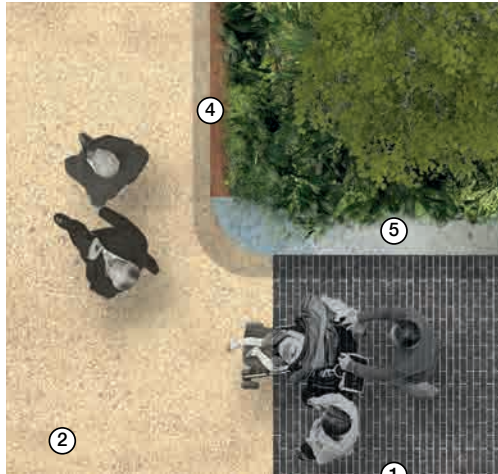
The Assembly Buildings podium landscape is composed of six materials:

1. Dutch Clay Pavers - Used at entrances to the building dutch clay pavers demarcate a threshold. The dimension of the paver is similar to that of the architectural brick, ensuring there is an continuity between building and landscape.
2. Resin bound gravel - This material is used throughout the majority of the podium. A natural, textured colour combination creates a contrast to concrete pavers used at ground level and creates a softer, more natural aesthetic that complements the planting.
3. Wet pour rubber surfacing - Used around the play area this material ensures play safety standards are met and creates a fun forgiving environment for children. We are proposing an earth yellow colour that provides a moment of colour without being over dominant.
4. Timber - Timber is used for all benches as it is the most comfortable and warm surface to sit on. Treated timber edging is also proposed around the plant beds to ensure a robust, affordable edging detail.
5. Cast concrete - Used to create the chamfered corners of the plant beds.
6. Steel - Used for balustrades and in a perforated form on the steps, steel references the light industrial material palette of the architecture.

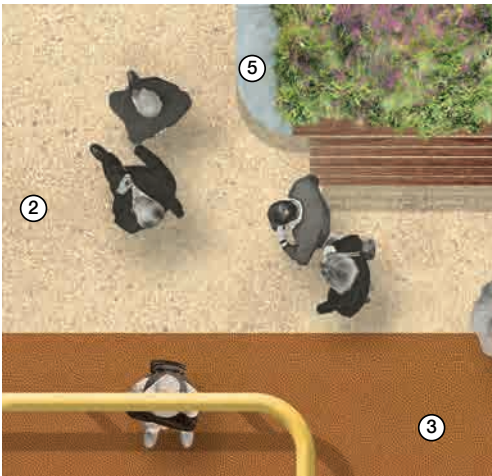
Final material specification will be suitable for and coordinated with the final drainage strategy.



Stepped entrance material interface



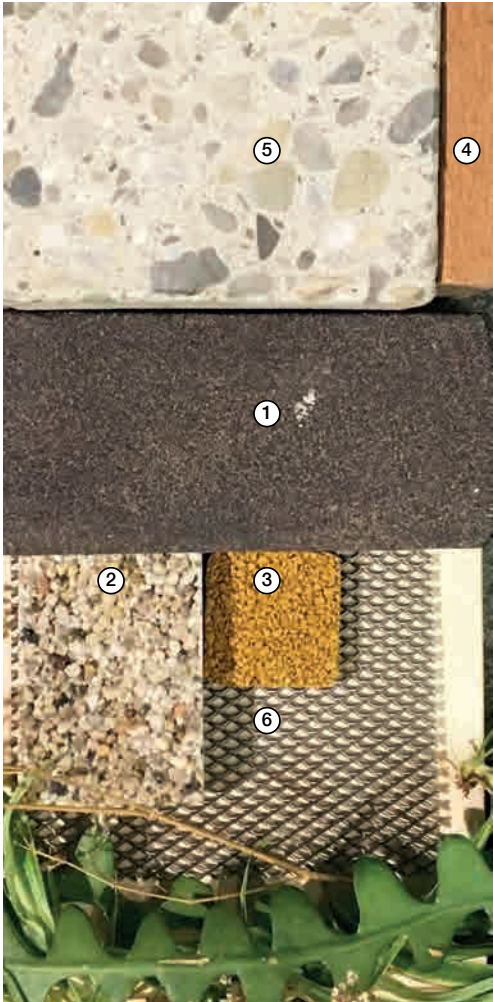
Residential entrance material interface



Play surround material interface



Play material interface



Material samples

4.5 Landscape Podium Landscape

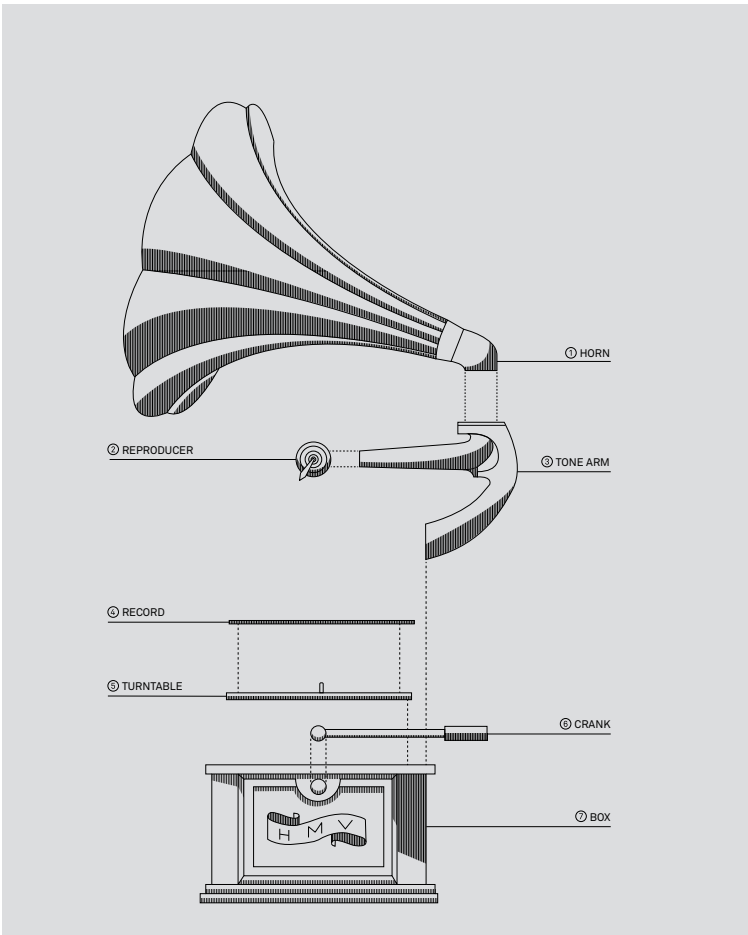
Arts Strategy.

We are passionate about telling story and illustrating the history of the Old Vinyl Factory. The Assembly Buildings was originally where all the components of the HMV gramophone were assembled to create the final product.

To pay homage to this process we are proposing a series of bronze graphics are inlaid into concrete or stone elements within the podium. Each graphic will illustrate an individual component of the gramophone, describe its function and how it was made on site. In the centre of the podium a larger graphic will have all the components fully assembled to show the complete gramophone.

Children will be asked to hunt for all the pieces of the gramophone and in the process of doing so will learn about the sites history and what was made at the Old Vinyl Factory. Residents and children alike will be able to learn through the landscape and through play.





Gramophone exploded diagram



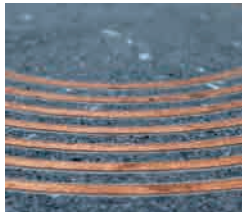
The Voyage by BCA Landscape



Brass / Copper



Concrete



Brass/Copper cast in concrete



- Gramophone exploded diagram
- Gramophone components

4.6 Landscape Level 07 Walled Garden

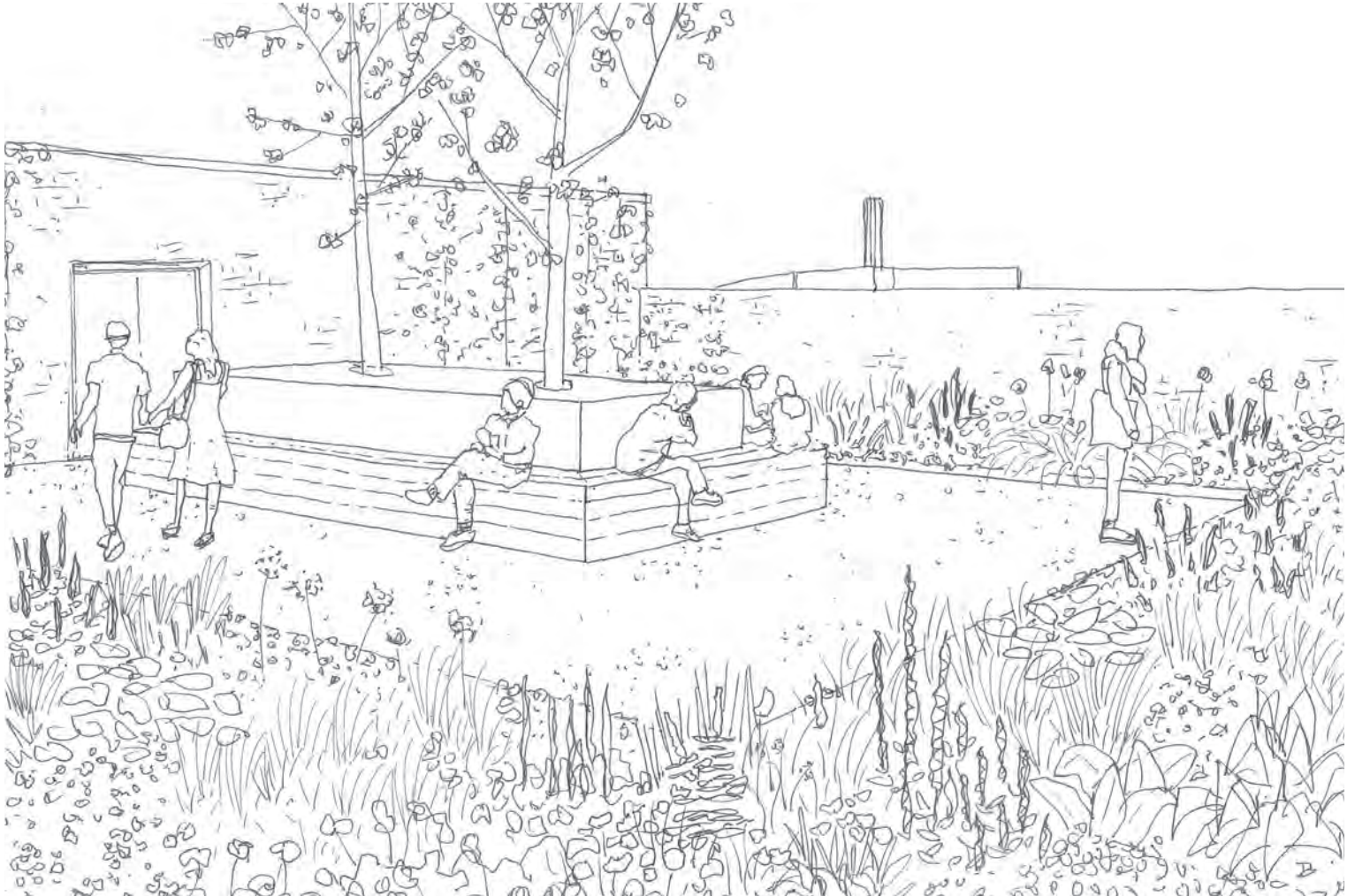
Level 07 Walled Garden .

Two amenity areas are proposed on the seventh floor and are accessible to residents of the Assembly Buildings. These areas receive good levels of sun throughout the day and are proposed to be more secluded, tranquil gardens in comparison to the more active podium on level 01.

We are proposing a brick wall around the perimeter of the amenity space is raised to 1.1m high, allowing protection from the wind. This combination of protection and a fully exposed sun condition allow for a more herbaceous planting palette. We are proposing ornamental and varied species that change greatly through the seasons. Walled gardens where historically often used to grow herbs and vegetables. In reference to this we have proposed a mixture of herbs around the accessible edges of the plant beds.

Resin bound gravel is proposed in order to give the space a more domestic feel that references traditional walled gardens. A central sitting area allows for a variety of uses whilst also creating soil depth for a number of trees.





Indicative view of walled garden

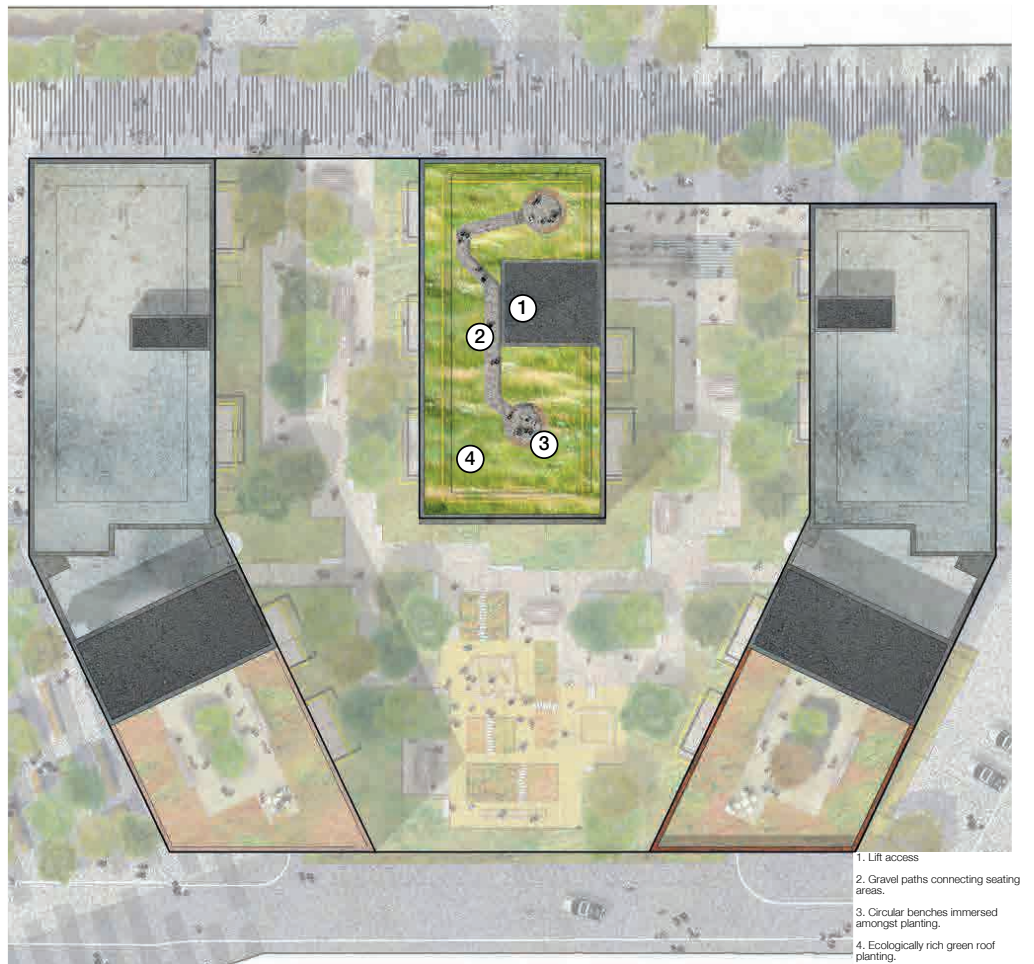
4.7 Landscape Level 08 Roof Garden

Level 08 Roof Garden .

The 8th floor roof of Block B is accessible as an amenity space. We have reduced the amount of space that is accessible to residents on this roof garden in order to maximise the amount of ecological planting.

Circular benches are immersed amongst an ecologically rich green roof mix. At the northern end of the space the seating is raised to increase the users exposure to wind and to maximise wider views. At the southern end of the space the lightweight soil is mounded to provide protection from the wind and amplify the feeling of sitting amongst a wilder space. Gravel paths connect each of the seating areas.

An ecologically rich seed mix is proposed across the entirety of the roof. Additional ecological measures such as insect hotels, wood piles and bird boxes will be considered.





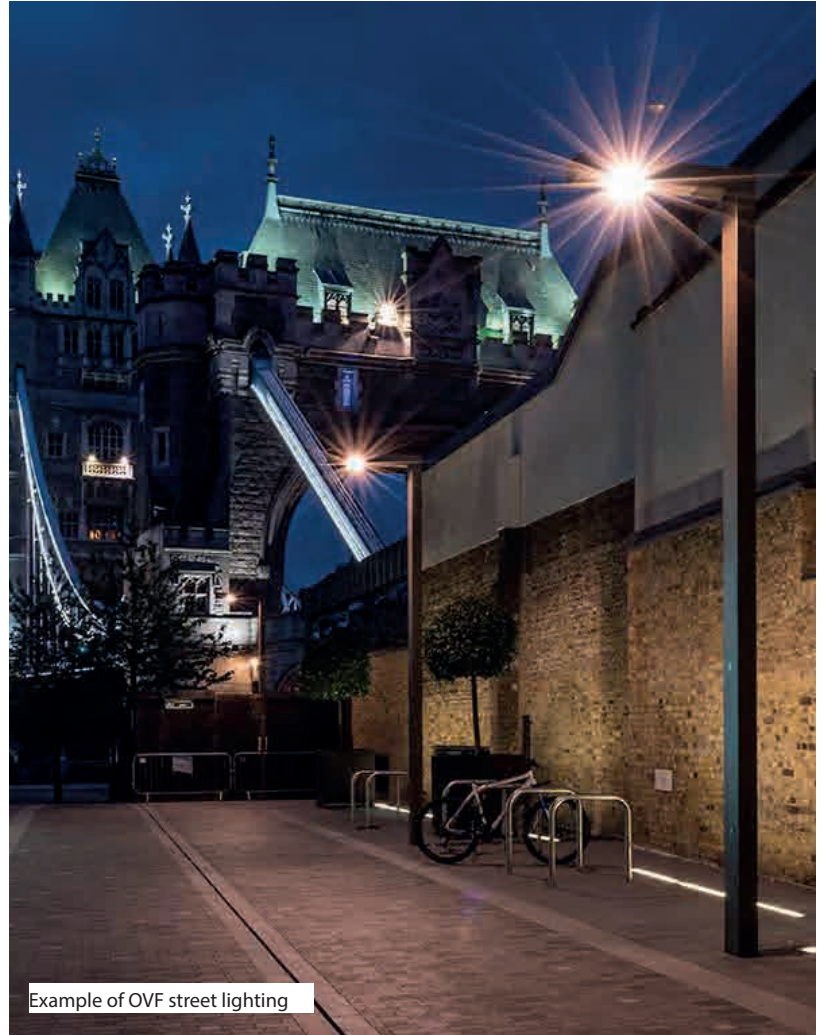
4.8 Landscape Lighting

Lighting.

The lighting at ground floor of the Assembly Buildings will be designed to match the site wide lighting design. The lighting can be broken into two categories; functional lighting and feature lighting.

The functional lighting has been specified to minimise the number of columns. The specified fixtures are of a high quality and a dark grey to become a background feature of the public realm. Key features such as street furniture and trees are softly up-lit as feature lighting. The colour of the lighting changing slightly in it tone as users move through the site.

Within the podium and roof gardens reduced lighting is proposed in order to minimise the impact on flats adjacent to the communal amenity spaces. Paths and main access routes will be lit in order to maintain a legible and safe environment. Lighting within the planting will be minimised.



Example of OVF street lighting



Example of bench uplighting



Example of groove lighting



Example of tree uplighting

05 Appendices

Appendix F – Heritage Asset Study